

ISSUE NO.
206
APRIL

GTM

GAME TRADE MAGAZINE

MAY/JUNE
PRE-ORDER

ALLIANCE

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GameTradeMagazine.com

f /GameTradeMagazine



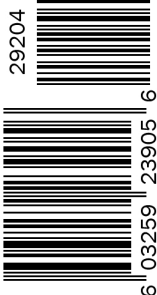
SHADOWRUN

ZERO DAY

IN THIS ISSUE:

- RAISE YOUR BANNER AND JOIN THE BATTLE WITH FANTASY FLIGHT GAMES' *RUNEWARS MINIATURES GAME*!
- UNCOVER THE CLUES, CRACK THE CASE IN *DEADLINE*, WIZKIDS' COOPERATIVE, HARD-BOILED, PULP-ERA MURDER MYSTERY CARD GAME!

CATALYST
game labs



WIZKIDS™

BOARD GAMES

SEAN RUMBLE

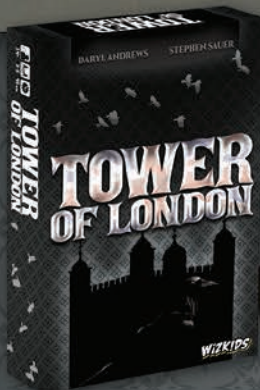
THE BANISHING

A dark void has opened and undead creatures are attempting to enter our world. The guardians must work together to send them back to their unholy land. Can you complete the ritual of the Banishing before evil destroys us all?

AVAILABLE NOW!



THE BANISHING
SKU 72814
MSRP: \$19.99



TOWER OF LONDON
SKU 72805
MSRP: \$24.99



TOWER OF LONDON

Legend says if the Tower of London Ravens are lost or fly away, the Crown will fall and Britain with it. Occupy building and gather ravens in the fight for control of the Tower of London.

COMING APRIL 2017

TOURNAMENT AT CAMELOT

by Ken Shannon, Karen Boginski & Jody Barbessi

In the time of King Arthur, knights displayed their skill and prowess at tournaments held throughout the land. Play as a legendary character battling opponents with Arrows, Swords, Deception, Sorcery and even Alchemy. The more you injure your opponents, the better you fare in the Tournament at Camelot.

COMING MAY 2017



TOURNAMENT AT CAMELOT
SKU 72809
MSRP: \$24.99

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www.wizkids.com www.necaonline.com

FOR MORE INFORMATION, VISIT:

WIZKIDS.COM

June 2017

TRICKSTER

CHAMPIONS OF TIME



**Trick the heroes!
Blame your rivals!
Don't get caught!**



An easy-to-teach gateway game
for classic card gamers and
modern mischief-makers alike.
Mix-and-match heroes to
customize each time you play.

ACTION PHASE
GAMES

MSRP \$19.99 — SKU APGTRK1

COVER STORY



Shadowrun: Zero Day

You are the Contagion! You are the Fear! Hack your way through corporate countermeasures in Zero Day, a fast-and-furious, two-player card game set in Catalyst's Shadowrun universe.

by Randall N. Bills

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FEATURES

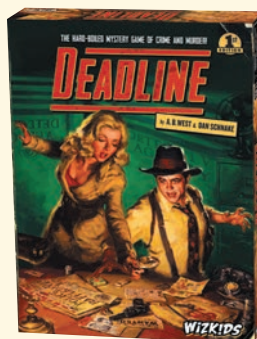


Runewars Miniatures Game Unit Expansions

Reinforcements Incoming! Raise your banner and join the battle for Terrinoth with the first wave of unit expansions for Fantasy Flight's Runewars Miniatures Game.

by Fantasy Flight Games

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Deadline

The Plot Thickens! Uncover the clues, crack the case in Deadline, WizKids' cooperative, hard-boiled, pulp-era murder mystery card game.

by WizKids/NECA

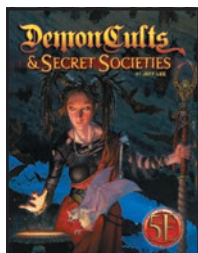
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by Jon Leitheusser

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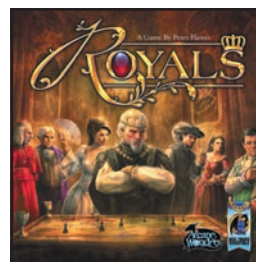
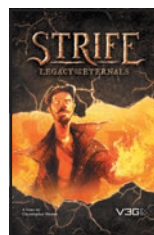


Dork Tower

by John Kovalic

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Reviewed by Jane Trudeau-Smith and Philip Smith ["Table For Two"]

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Dead of Winter: The Long Night from Plaid Hat Games

Reviewed by Eric Steiger & Rob Herman

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Star Wars X-Wing Miniatures Game: Wave IX Ship Expansions from Fantasy Flight Games

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Royals from Arcane Wonders

Reviewed by Rebecca Kaufeld

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Project Z from Warlord Games

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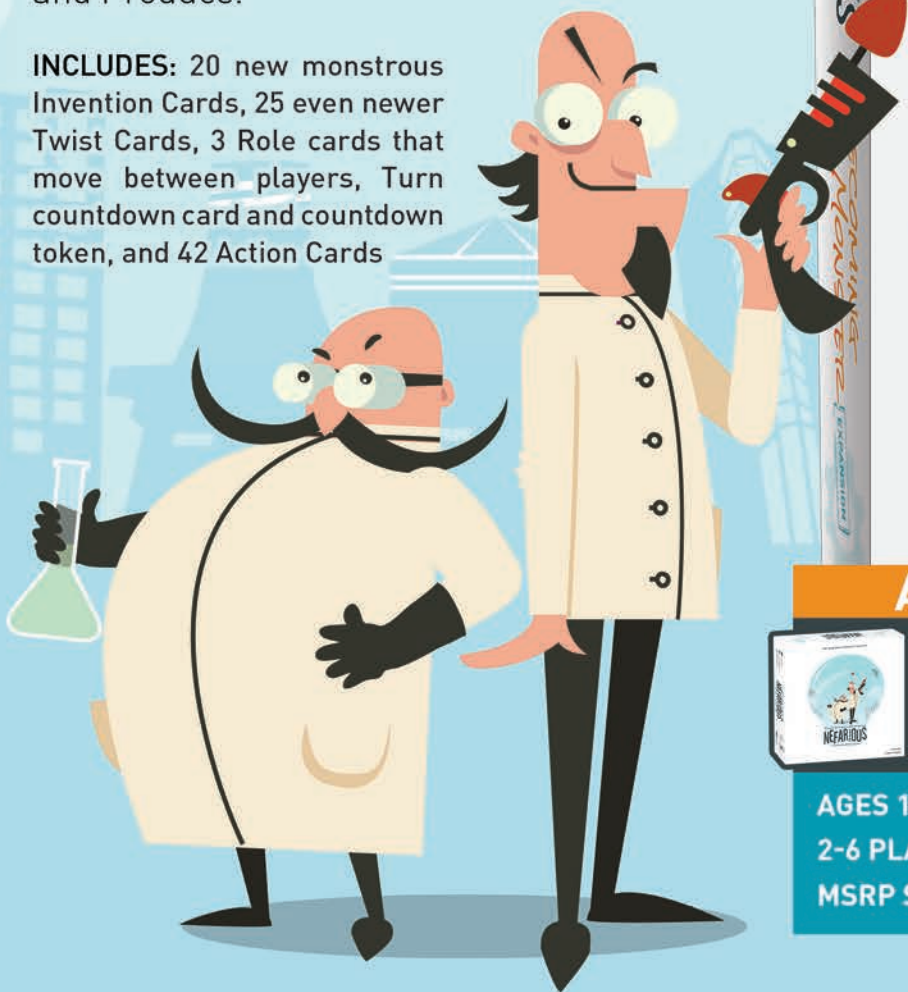
NEFARIOUS

The Mad Scientist Game

LET THE SCIENTIFIC RACE FRENZY
BEGIN! HURRAH!

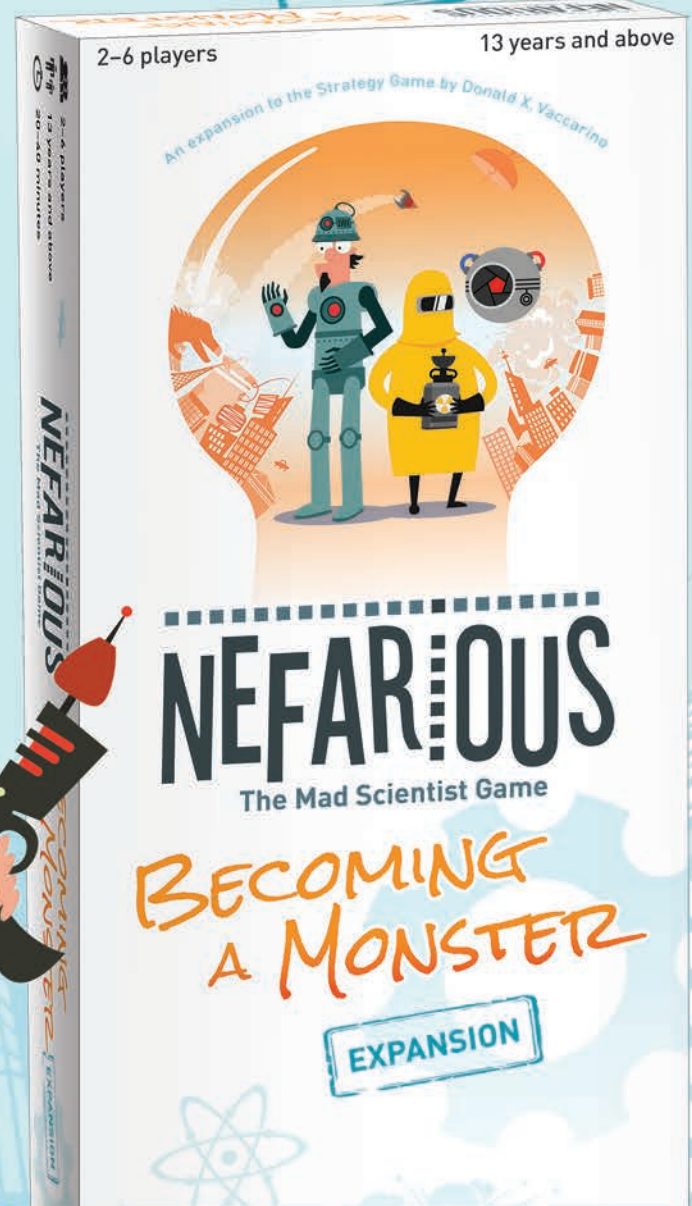
Who told you that scientists are nice, harmless eccentrics? In this expansion, you'll find new technologies and new methods to your madness. Be ready for new Inventions with abilities that can be used repeatedly, new Twists adding new places to send Spies, and even more monstrous Twists that insert new Action Cards to the game—Develop, Experiment, and Produce.

INCLUDES: 20 new monstrous Invention Cards, 25 even newer Twist Cards, 3 Role cards that move between players, Turn countdown card and countdown token, and 42 Action Cards



BECOMING
A MONSTER

EXPANSION



AVAILABLE MAY 2017



NOT A STANDALONE GAME.
NEFARIOUS: THE MAD SCIENTIST
GAME REQUIRED FOR GAME PLAY

AGES 13+
2-6 PLAYERS
MSRP \$19.95

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SPOTLIGHTS



Catan Scenarios — Helpers of Catan

A Friend in Need, is a Friend, Indeed! Get a little help from your friends in settling the isle of Catan with *Helpers of Catan*.

by Catan Studio, LLC

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An Introduction to Origins Game Fair

Play Games! Have Fun! Experience five full days of games (and taming dragons) during the 2017 *Origins Game Fair!*

by Chelsey Reynolds

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Hot Tin Roof

Be quick, be nimble, curious and catty, and oh so clever to climb to the ranks of Top Cat in Mayfair Games' *Hot Tin Roof!*

by Mayfair Games

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Family Business

It's Not Personal, Just Business! Rub out the competition in Mayfair Games' *Family Business!*

by Mayfair Games

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Stuff and Nonsense

Balderdash! Tell tall tales midst the inevitable aftermath of Professor Elemental's imaginary Polar Expedition in Cheapass Games' *Stuff and Nonsense*.

by Cheapass Games

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Of Dreams & Shadows

A Q&A with Gordon Alford, Visionary & Designer of Greenbriar Games' *Of Dreams & Shadows Board Game*.

by Greenbriar Games

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PREVIEWS



Gekido: Gladiators of the Future

Champions Aren't Made - They're Built! Be the last bot standing — or scrap metal — in CMON's *Gekido: Bot Battles!*

by Sean Jacquemain

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Infinity: Order Sergeants — The Infantry of God

God's Foot Soldiers! Spearhead your combat force with the divine wrath of the Order Sergeants, the crusading, servo-powered knights of the PanOceanian Sectorial Army.

by Gutier Lusquinos

70



Hotshots

Don't Get Burned! Beat the heat in *Hotshots*, Fireside Games' cooperative, press-your-luck, firefighting game!

by Fireside Games

72



Trickster: Champions of Time

Employ cunning tricks to outsmart your opponents to live to trick another day in *Trickster*, Action Phase Games' trick-taking game of multi-dimensional mischief!

by Action Phase Games

76

SUPERDUNGEON ARENA

**Rise to the challenge.
Raze the Arena.
Reign supreme!**



Super Dungeon® models are required to play this game. Build a warband from your existing collection, or from Super Dungeon's range of prebuilt warband boxes. Model supplied unpainted.

**NINJA
DIVISION**

Available NOW!

**SODA POP
MINIFIGURES**

*"Spring is here, spring is here
Life is skittles and life is beer
I think the loveliest time of the year
Is the spring, I do, don't you? Course you do!"*

Greetings dear readers and my apologies to any other Tom Lehrer fans out there, but I just couldn't resist! The weather outside is now more reasonable and temperate, and every young person's fancy turns to – well, what else? GAMES!

As we all come out of our hibernations it's time to rejoin our fellow gamers and see what the world has to offer! Perhaps you want to "fake up" an exciting adventure to impress your rival explorers with the exclusive *Stuff and Nonsense* sticker insert from Cheapass Games in this issue? Go ahead and regale them with bold (tall) tales of traversing Mt Everest, we won't tell! ;)

Or perhaps, taking on the mega-corporations of Shadowrun is more your style? If so, then be sure to check out the latest news about *Zero Day* from Catalyst Game Labs! This two-player card game allows you to "hack the planet" and take on the shadowy manipulations of the mega-corporations; can you stay one step ahead of their countermeasures, or will you become nothing more than a zero-sum?

Of course, there is no better way to enjoy games than with other gamers. Have you made your summer convention plans yet? Be sure to check out Chelsey Reynolds piece about Origins Game Fair in June. Origins is a fantastic and family-friendly gaming event in Columbus, Ohio featuring over 200 hundred exhibitors and more games than one knows what to play with! It's a fun time every year and we here in the GTM Bullpen look forward to seeing you there.

Last, and certainly not least, we'd like to welcome Warcradle Studios to the fine family of manufacturers whose products Alliance Game Distributors carries. Be sure to check out our Games section for more details regarding this exciting new addition!

We hope you enjoy all of the above, plus **MORE** exciting and fun content from our contributors this month.

Happy spring everyone, and game on!

-JG

[*Editor's Note: While we always endorse the enjoyment of Tom Lehrer's song catalog, we cannot condone poisoning pigeons in the park. Just so long as we're on the same page here.]

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GTM

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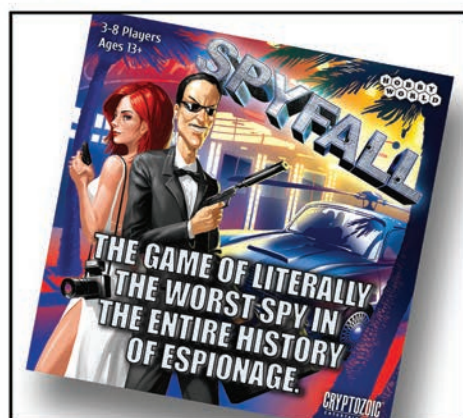
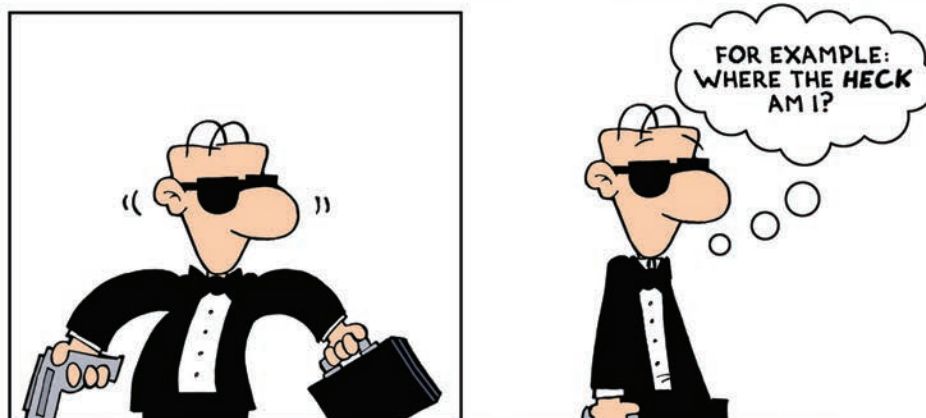
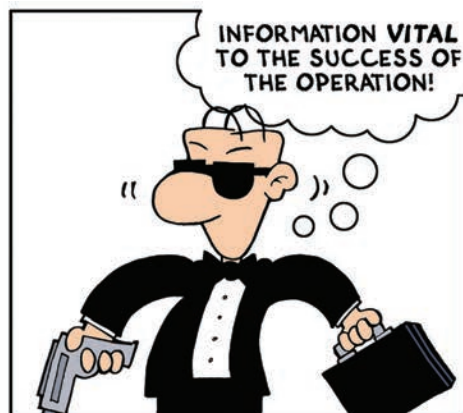
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DICE FORGE



CRAFT YOUR DICE!

Travel to the divine realm and make your own luck in *Dice Forge*, a new board game of dice crafting and mighty deeds from Libellud! In every game, two to four players will compete, garnering divine blessings and using their resources to accomplish great feats. Only the most fearless warriors will impress the gods and claim victory in a game of *Dice Forge*.



10+

2-4

45'



Libellud



Every month the **Game Trade Magazine (GTM)** Bullpen works tirelessly to bring the latest in game industry products and news to these pages. Each **GTM** is packed with *hundreds and hundreds* of games and related tools and accessories, so we know how easy it is to miss that new expansion or game among all the other incredible products the industry has to offer! That's why we've put together this friendly User's Guide so you can navigate **GTM** and find the products you want like a pro!



WHAT IS GAME TRADE MAGAZINE ANYWAY?

The serious games magazine for serious gamers, **Game Trade Magazine (GTM)** is the most reliable, accessible monthly periodical for the latest, most comprehensive information of product in the world of games and hobby supplies.

Packed with insider scoops, insightful reviews, designer diaries, and extensive overviews of upcoming product, plus exclusive excerpts, scenarios, and collectible inserts from your favorite games and manufacturers, there's no better monthly resource than **GTM** to tap into to feed your gaming needs!

GTM provides both retailer and consumer-friendly information on product from a broad spectrum of publishers and manufacturers slated for **release within a two- to three- month window from the publication date**. While there will be the occasional exception, if you find something you want in our January issue, you can expect to see it release in your Friendly Local Game Store (FLGS) in March or April.

The material in **GTM** is presented in a practical, handy format to empower you with the knowledge to make confident, more informed buying decisions. However, every issue of **GTM** is somebody's *first* issue, so we want to make this experience both easy and enjoyable for all.

Ready to roll? Here's what you'll discover within the pages of your friendly neighborhood **Game Trade Magazine...**

GAME TRADE MAGAZINE CONTENT

Each month, you will find content penned by your favorite manufacturers, tricks and tips from **GTM** contributors, and product reviews from gamers just like you. Here's the breakdown:

From the Editor/Foreword: In every issue you will find greetings and assorted musing from one of the members of the **GTM** Bullpen. Every now and then we will hide an "Easter Egg" in this section so be sure to give it a read!



Cover Story: Each month a different game or manufacturer gets top billing in **GTM** and this article is all about the awesome and incredible products or games you will find featured on our cover!

Features: Featured articles are contributions from the manufacturer and are selected by the **GTM** Bullpen as *especially* worth your time and consideration. Oftentimes, Featured articles are about key releases or expansions from fan-favorite manufacturers and publishers.



Spotlights: These are products that have released and are available at your FLGS or FLCS. Spotlight articles are authored by the manufacturers and often contain helpful hints, interesting back stories and more to help enhance your play experience.

Previews: These are articles directly from the manufacturers or publishers about all of the cool things they have coming down the pipeline. Products featured in these articles will often be the next HOT item to find in your FLGS or FLCS, so be sure to make a note so you won't miss out!



Designer Diaries: These articles are the **ULTIMATE** in the behind-the-scenes experience for games! Written by the designers themselves, **Designer Diaries** offer a sneak-peek into the minds of your favorite creators and are filled with insights, funny anecdotes and all the challenges to be overcome in order to make your favorite games.

Reviews: Industry professionals and gaming enthusiasts offer play-by-play commentary as they grab their dice, test-run a variety of board games, roleplaying systems and sourcebooks, and hobby accessories, and serve up no-nonsense, applicable advice and insight from their experience.



Exclusives: While virtually **ALL** of the content you'll find in **GTM** is exclusive to our pages, these articles are truly **only found in Game Trade Magazine**. Whether it be a heretofore unseen scenario for a fan-favorite game or an industry insider's tips and tricks, **GTM Exclusives** are a not-to-be-missed monthly resource!

Games Section: Here's a sneak peek at what's arriving — usually in 2-3 months — on your Friendly Local Game (FLGS) or Comic Store's (FLCS) shelves in the months to come, organized by manufacturer and game system. Each product listed in your **GTM** will include a brief description, a picture (when available!), the Alliance Game Distributors item code (for easy ordering at your FLGS!) and the price.

HOW DO I ORDER FROM GAME TRADE MAGAZINE?

Did you see dice, miniatures, or games that capture your fancy that you'd like to purchase? Of course you did! But what do you do now?

It's easy! Whether you dogear the applicable pages or you make a list - just tote along your copy of **GTM**, inform your FLGS (or FLCS), and they'll order it for you. It's really that simple!

GAMES

ALLIANCE GAME DISTRIBUTORS

ART FROM PREVIOUS ISSUE

GAME TRADE MAGAZINE #203
GMT continues articles on gaming previews and reviews, game-related fiction, and still contains games and board games, along with subscription information on upcoming game releases. GMT 203 \$3.99

ALC STUDIO

FIRETEAM ZERO: EUROPE CYCLE EXPANSION
From the Bloodlines in Old Country! This first expansion to Fireteam Zero introduces the Bloodlines, another entirely new monster family! Plus, enhance your Specialists with all-new powers! The Europe Cycle also includes four double-sided map tiles with new terrain, as well as new locations and adventures ("The Battle of Last Children," "Lightning Reef," and "The Last Road"). Scheduled to ship in November 2016. ALC #F202

KEY

There are symbols and terms found throughout Game Trade Magazine. They mean the following:

Offered Again (O/A)
These items have been offered before in Game Trade Magazine and are available again for you to order. Don't forget to order what you missed the first time.

PI

Your store will set the price for all items labeled "PI." Check with your retailer.

GAMES

INFLATABLE WW2

Scheduled to ship in November 2016.

17PR SHILL

(USED BY THE SHERMAN/FIREFLY)
AUC #RHEH003

\$15.00

75MM AD SHILL

(USED BY THE M4 SHERMAN)
AUC #RHEH001

\$10.00

82MM SHILL (USED BY THE TIGER 1)

AUC #RHEH002

\$15.00

ASMODEE EDITIONS

AYE DARK OVERLORD!
(THE GREEN BOX)

This Evil Wizard or Dark Overlord throws in the towel after a one battle, and the fantasy storytelling game is back for round two with Aye Dark Overlord! The Green Box, whenever an Emperor fails to quash a rebellion or an Evil Duke kidnaps the wrong little someone else, to take the blame. In Aye Dark Overlord, players tell their best excuses to an ungrateful master in the hopes that they won't be blamed for the latest failure of Evil to triumph over Good. Aye Dark Overlord! The Green Box is a new version of the game that's complete games on its own, but can also be paired with The Red Box or the original Fantasy Flight Games version of the game for even more excitement! Scheduled to ship in December 2016.

ASIA #111

\$24.95

SPOTLIGHT ON

JIM HENSON'S LABYRINTH: THE BOARD GAME

Will Sarath manage to defeat Jareth and his labyrinth, or will the Goblin King turn him into a golden ball? You have fifteen hours to find out! Play with up to four friends in this fun family board game based on Jen Henson's beloved classic, Labyrinth! Scheduled to ship in November 2016. ALC #HLAB001

\$50.00

ALDERAC ENTERTAINMENT GROUP

SPOTLIGHT ON

MYSTIC VALE: VALE OF MAGIC EXPANSION
The forces of nature and Gaea's blessings are not enough to stop the forces from spreading throughout the Valley of Ice. The druids' clans are now harnessing the power of arcane magic to uplift the light and heal the land. While arcane magic offers tremendous power, it can quickly overwhelm those who are unable to control it. The Vale of Magic Expansion adds new advancement and role cards to the base Mystic Vale game, giving players more card-drafting options and exciting new possibilities for powerful combat. AEC #584

\$29.99

Siege

BIGGS & Brown As a would be King, you control a castle of brave warriors and noble knights. To win you must move your forces wisely, defend your opponent's plans, and strike when the opportunity presents. Your King and your opportunity to rule decides. Defeat your foe and your place in history will be remembered forever! Siege is an elegant game of deception, intrigue, and deduction. Scheduled to ship in December 2016.

AEG #584

\$24.99

AYE DARK OVERLORD!
(THE RED BOX)

Aye Dark Overlord! The Red Box is the classic version of the storytelling game where Sarath gives his best excuses to appease their evil master. Let their suffer the wrath of their Dark Overlord! This new version of the game framework for their story, but it's up to your wit to avoid the Withering lands of the Dark Overlord and live to serve another day. Scheduled to ship in December 2016. ASIA #110

\$24.95

DEUS: EGYPT EXPANSION

Take control of the legendary civilization of Egypt in Deus Egypt, the first expansion to Deus. Inspired by the challenges and achievements of Ancient Egypt, Deus Egypt adds a whole new realm of choices to your base game with 36 new building cards. Fully compatible in any combination with your current Deus building cards, you can choose to reap out various groups, or use the active new deck on its own. Scheduled to ship in December 2016. ASIA #EUS02

\$29.99

ATLAS GAMES

OFFERED AGAIN

O/A LOST IN R'YETH CARD GAME (CALL OF CTHULHU)

R'Yeth is a terrible and ancient city, risen from the depths of the Pacific by a great curse. There, Cthulhu has both died and descending, waiting to consume any who venture near. In Lost in R'Yeth, a card game of escaping dread Cthulhu and certain madness, players are trapped in H.P. Lovecraft's short story, "The Call of Cthulhu." From the mysterious discovery of a polluted tide, to dreams of a dark cult, to survival in a cyclopean metropolis and Cthulhu's horrific emergence, no player is safe from this, eerily escape with their sanity or be forever lost in R'Yeth! ATG #170

\$14.95

AVALANCHE PRESS

KOREAN WAR! COUNTER ATTACK

Avalanche Press Game

PANZER GRADIER: KOREAN WAR - COUNTER ATTACK
Driven back into the Pusan Peninsula, Americans and South Korean forces - soon joined by British, Turkish, and other United Nations contingents - hold the line, and in the fall of 1950 launched a powerful offensive against the North Koreans. With strong back-lash from turning northward and other units landing by sea at Incheon, the United Nations quickly turned their victory into a North Korean rout. Featuring Fourth Edition rules and full-color player aids, Counter Attack is a complete board game in the Panzer Grenadier series based on these Korean battles. Scheduled to ship in January 2017. AP #029

\$89.99

BATTLEFIELD PRESS

D&D EDITION: NINJA HIGH SCHOOL: THE ANIME AND MANGA RPG

Celebrating 20 Years of NES Manga Crossover! Jeremy Fahey's just one of those average high school kids living in Opaquena, your not-so-average super town. Then, two lovely young ladies enter his life: Yuliana "Sis" Kato and a minor clan, and Princess Arina of Salsan. Both are eager to marry him for their own benefit. Can Jeremy survive their affections and "weponary" long enough to take their Steamship across on Fictioid? Based on the fan-favorite comic book series created, written, and illustrated by Ben Davis and powered by the D&D System, Ninja High School: The Anime and Manga Role Playing Game puts you in the driver's seat of the high-lying series of NES, complete with rules on how to build your own character, along with six different customizable archetype templates for quick play, such as Student, Teacher, Genie, Ben Davis, Ninja, and Magician. Scheduled to ship in December 2016. BZP #BNK01

\$39.95

And be sure to ask your retailer about any related in-store events for your favorite games and products!

GAME TRADE MAGAZINE LEGEND

Throughout each issue of **Game Trade Magazine (GTM)**, you'll find a variety of terms that will help you in selecting items from the **Games Section**. Here's what they all mean!



FEATURED ITEM

Featured Item: Featured Items are often key releases or expansions for HOT products or lines. These products are selected by the **GTM** Bullpen and deemed as exceptional values for your play experience and inclusion among your ever-growing library of games!

OFFERED AGAIN

Offered Again: These products have been previously offered in **GTM** and are now available again. Did you miss it the first-time around? Here's your chance to get your copy!

SPOTLIGHT ON

Spotlight On: These products have been deemed as not-to-be-missed by the **GTM** Bullpen and are highlighted to nab your attention. Be sure to check these items out!

PI or Please Inquire: Your FLGS or FLCS will set the price for all “Please Inquire” products. Be sure to check with your retailer for the price on these items. Otherwise the price listed will be the Manufacturer’s/Suggested Retail Price (MSRP/SRP) for the product.

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ZERO DAY

PLAYING IN THE SIXTH WORLD

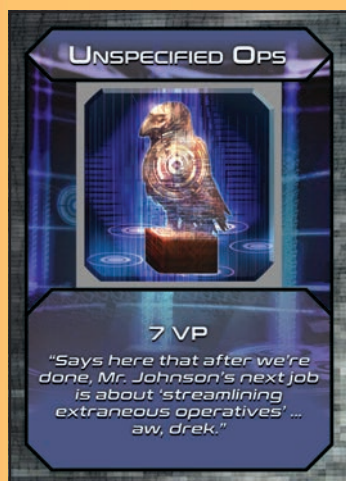
SHADOWRUN: ZERO DAY CARD GAME

PSI CAT27760 \$19.99 | Available April 2017!

I love great games. Obviously. I've been playing hobby games since I was eleven and first tossed *D&D* dice (thirty-four years ago — *oh, my head*); and working professionally in the industry for more than twenty years now. So a great game, for me, is one that is fantastic and cherished and re-played many times.

Just as enjoyable are brilliant universes/settings that captivate and never let go. *Dune*, *Star Wars*, *BattleTech*, *Firefly* — to name a few of my all-time favorite. And, of course, *Shadowrun*.

Twenty-eight years later, I still remember walking into Game Depot in Tempe, Arizona and seeing that brilliant *First Edition* cover by Larry Elmore as a poster on the wall and stopping dead with a "What is that?!"



Our gaming group grabbed four copies of the tabletop RPG the instant it was released, and while I've not always played it as much as other games, the dark dystopian universe of the Sixth World has always captivated and fascinated me to no end.

And, of course, one of my all-time favorite things to do is mix those up. After all, IMO, the best universes lend themselves to iterations of experiences across a wide range of mediums. Books, movies, comics, video games, tabletop games: it's always about that new and enjoyable way to experience a universe we love with friends. The *Battlestar Galactica* game itself is absolutely amazing, and would've been great (almost) regardless of the skin. But, pairing it with such a great and gritty TV series elevated the enjoyment all the more.

While *Shadowrun* remains a tabletop roleplaying game experience at its heart, Catalyst Game Labs has pushed that envelope into other avenues. First with the critically-acclaimed *Shadowrun: Crossfire* deckbuilding game, and then with our fast-and-fun, push-your-luck dice game *Encounters: Shadowrun*. Next up, we've got a two-player, dueling hacker card game in *Shadowrun: Zero Day*.

There are as many ways to reach a final game design as there are, well, games, and I've been a party to so many of those different avenues. However, while I love taking a rough game and developing it into a final version, one of my favorite experiences as a games publisher is to discover a diamond that's sitting there, all polished and ready to go. The best example I have of that from personal experience is *The Duke*.

Shadowrun: Zero Day is a close second. We've made a few subtle tweaks — working with the game designer, Brian Suhre — but, by and large, the game we played last year at the Origins Game Fair is the game you'll be breaking out to enjoy.

In the real-world, a *zero day vulnerability* refers to a security hole in just-released software that's unknown to the vendor. This hole is exploited by hackers, which brings it to the awareness of the vendor, who fixes it as quickly as they can. This exploitation of an unknown weakness is called a *zero day attack*.

In *Shadowrun: Zero Day*, two players duel as they each launch a zero day attack against the various Megacorporations of the Sixth World. The goal is to determine who has the brains, guts, and gear to obtain the most paydata in trade secrets, credentials, passwords, nuyen (the currency of *Shadowrun*) and so on, before the besieged corps can shut the vulnerabilities down.

Set-up is quick, with each player grabbing their twenty data cubes and their draw decks of twelve Tool cards — three *Decryption*, three *Sneak*, three *Exploit*, and three *Guard* — while building a communal deck of twelve Countermeasure cards. Each player will also place four different face-up Megacorporation Cards, as well as the deck of eight Data cards and twenty-one corresponding Data tokens, which are placed face down. Players then lay out three face-up Countermeasure cards, randomly drawing and placing one Data token on each Countermeasure, as well as revealing face-up three Data cards. Each player then draws four cards from their draw decks and the game is ready to begin.





Play proceeds with one person taking a turn, followed by the opponent. The game ends immediately if three Megacorporation cards have been fully scored, or if you need to fill a Countermeasure spot and you cannot (because the Countermeasure deck is empty). Players then add up their points to determine the winner!

On each player's turn, they play a Tool card from their hand. Only one type of Tool card can be played at a time, but the player can play as many of that card type as they have in their hand. After they've played their cards, if the player has three or fewer left, they draw two cards from their draw deck, and their turn is done.

Playing a Tool card lets a player place a data cube on any matching Countermeasure card (the colors will match up). Once the total cubes placed by both players equal the card's target number, the player with the most cubes wins the Countermeasure and the Data token on the card and places both in their score pile (both players place any of their Data cubes on the card back into their reserves). If the opponent had at least one Data cube on the defeated Countermeasure, that player may select a Data card to place into their score pile. Once a Countermeasure has been defeated, a new one is revealed to replace it.

For the Megacorporation cards, there are two ways to score. First, if a Tool from a player's hand is played and there are no Countermeasures corresponding to that Tool, that player automatically places their Data cube(s) on the Megacorporation of their choice. The second option for scoring is when a player defeats a Countermeasure, any of their Data cubes placed that exceed the target number on the Countermeasure are placed on the Megacorporation card of their choice.

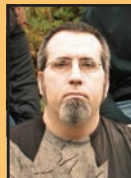
As with a Countermeasure, when the total number of Data cubes from both players matches the target number of the Megacorporation, it is scored. The player with the most cubes takes the card and puts it into their score pile, while their Data cubes are returned to their reserve. If the opponent had at least one Data cube on that Megacorporation card, any of their cubes are then placed into their score pile.

Shadowrun: Zero Day is a fun and quick game that lets you dip your toes into the brilliant Sixth World in an engaging way that'll have you exploiting zero day vulnerabilities over-and-over again.

If you're interested in more details, check out www.catalystgamelabs.com and [catalyst-gamelabs.tumblr.com](https://www.catalystgamelabs.com/tumblr).

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Randall N. Bills has lead the development and publication of hundreds of novels, sourcebooks, rulebooks, box sets, game aides and more. He's currently the Managing Developer for Catalyst Game Labs, overseeing the strategic development of the perennial BattleTech and Shadowrun properties, while managing the rollout of Catalyst Game Labs' new line of table top games.



RUNEWARS

MINIATURES GAME

War has consumed the realm of Terrinoth, as the darksome legions of Waiqar the Undying shamle out of the Mistlands. The noble Daqan Lords have called their banners and marched forth to face the undead menace, and now both sides call for reinforcements with four new expansions for *Runewars Miniatures Game*:

- *Oathsworn Cavalry Unit Expansion*
- *Daqan Infantry Unit Upgrade Expansion*
- *Reanimate Archers Unit Expansion*
- *Waiqar Infantry Unit Upgrade Expansion*

Whether a player is sworn to fight for the Daqan Lords or Waiqar the Undying, he'll find new tools to grow his armies in these expansion packs. Two unit expansions offer additional figures for players' armies, letting them field new units or increase the size of existing units. Unit upgrade expansions, on the other hand, dramatically increase the level of army-building and customization for every army by divulging a host of new upgrade cards

and new figures that can be implanted into larger infantry units. No matter which expansions your players choose, they provide new ways to engage in fantasy warfare on an epic scale.

JOIN THE DAQAN LORDS

With the first two of these new expansion packs, players can expand their options for commanding the Daqan Lords—the humans who rule Terrinoth and battle against the undead revenants encroaching on their lands. Few sounds strike more fear into an enemy of Terrinoth than the thundering hooves of a column of armored destriers. Within the *Oathsworn Cavalry Unit Expansion*, players find four new Oathsworn Cavalry figures—enough to field a two-tray unit or increase the size of an existing unit.



These heavy cavalry are renowned for their ability to charge into battle, shattering enemy formations by the sheer force of their initial assault. What's more, this expansion pack offers five new upgrade cards that can be used by any faction, giving any player new ways to tweak their forces for maximum damage and efficiency. A *Runewars* army is primarily composed of units, but the second step in building an army is to customize those units with upgrade cards.

The *Daqan Infantry Unit Upgrade Expansion* contains a wealth of these upgrades, giving players almost unlimited control over how they want their army to behave on the battlefield. Whether a player wants to control a fast, mobile team of units, or an army configured for maximum damage, these upgrade cards offer the tools to realize each player's vision. This expansion also includes four unique figures—a Banner Guard, a Champion, a Wizard, and a Cornicen—that can be added to another infantry unit with unique upgrade cards and special abilities.

RAISE THE UNDEAD

Just as the first two expansion packs focus on the Daqan Lords, the remaining two invite players to join the necromantic forces of Waiqar the Undying, leading shambling reanimates into battle and raising the dead as fast as they fall. If players prefer to rain death on

enemies from afar, they would be naturally drawn to the *Reanimate Archers Unit Expansion*. The hiss of Reanimates' blighted arrows raining down from the skies sends even veteran soldiers scrambling for cover, and this expansion pack includes eight Reanimate Archer figures, allowing a player to field a new two-tray unit or add two trays to one of his existing units.

Then, with the addition of five new upgrade

cards, any player can make his units more lethal, whether they're firing a volley of arrows or engaging in melee combat.

Finally, every Waiqar player can benefit from the *Waiqar Infantry Unit Upgrade Expansion*. Featuring a fearsome array of eighteen upgrade cards to remake units however a player chooses, this expansion pack dramatically increases every player's options for army building. And just like the *Daqan Infantry Unit Upgrade Expansion*, this expansion introduces four unique figures—a Standard-Bearer,

a Champion, a Drummer, and a Necromancer. By implanting these figures into a larger infantry unit, you grant that unit powerful special abilities that could be the difference between victory and defeat in a game.

REINFORCEMENTS INCOMING!

The first battles of the next great war have already begun, and both sides are eager for reinforcements on the front lines. With these four expansion packs for *Runewars Miniatures Game*, your players will be able to grow and customize their armies like never before as they enter the world of Terrinoth.



Waiqar Command Expansion Pack
RWM10 - \$24.95



Reanimate Archers Expansion Pack
RWM08 - \$24.95

DEADLINE

DEADLINE

WZK 72928 \$44.99 | Available June 2017!

New York City, the city that never sleeps. Things were supposed to be different in our modern 1930's. Shining skyscrapers and subway cars to lead us into a grand future. Sure. So why was I in the same dingy office with a cheap desk and a cheaper secretary, paid to track cheating spouses? I had no more time for introspection. I grabbed my hat and gun. I slipped a flask into the pocket of my overcoat. I was ready to wade into the cesspool.

Wizkids' upcoming release, *Deadline*, is a cooperative, hard-boiled murder mystery card game set in the noir style of 1938 New York City. It features clever card play full of twists, turns, and 12 engrossing 'fairplay' mysteries. *Deadline* is part of the compelling new wave of games that pull players into a different crime story with each play.

Each player chooses one of eight Detective characters, each with a unique ability. The game begins by reading a case introduction from the case book. A handful of lead cards are dealt to each player and the game begins.

Each round, an available clue card is chosen as the one players will attempt to get. Each clue card has a combination of 3-5 symbols — gun, cash, shot glass, etc. — which players must match by "chaining" their lead cards. Turns go quickly as players must either play a lead card, use their detective ability, or tap into a group resource called "Hot Tips" — tokens that give special actions.

During play, players are sometimes forced to drop out of the round, but the other players continue the attempt at getting the clue. An entire round can go by in a couple minutes. Some cards, called "Plot Twists", have negative effects that make success more elusive. Each Plot Twist represents a challenge to the detectives — being tailed by some thug, questioned by the cops, hassled by newspaper reporters, or revealing some dark secret from their past.

As a team, players must manage their hand to get the clue's symbols to the table. Conversing and interacting during play is not only encouraged, but essential to solving the case! If the players are successful, they get to read the clue and advance the mystery. If they fail, they lose one of their few bullets and eventually lose clues as well. The trick is that each play has to continue the investigation

chain — it can't break it. It's a simple system that even new players can understand, yet rewards smart card play.

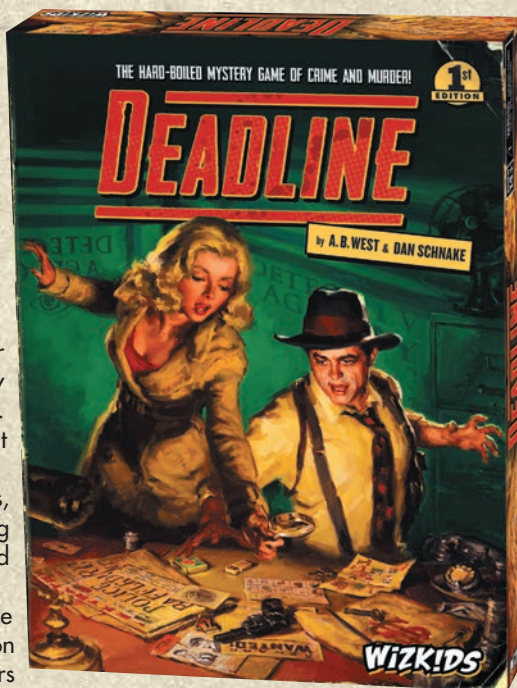
Once all the clues are obtained, it's time to answer unique questions for the case. Players discuss their best solution, theories about how the crime was committed, who was lying, and who's guilty. This part is where *Deadline* really shines, as players mull through the clues together. Did the cabbie's alibi hold up? How could the murderer have exited through the window with no footprints in the snow?

The questions at the end of each case cover the culprit and motive, but there are also questions that are specific. Players might have to figure out why the bartender lied about the gun, or whether the lawyer was an accomplice, or why a pickpocket left the city. There are 3-4 critical questions and 2-3 bonus questions in each case.

Players collectively determine their best answers then read the solution to the case. There are answers and a wrap-up explaining the details of each mystery. If they played well and successfully answered all of the questions, players are declared Master Detectives!

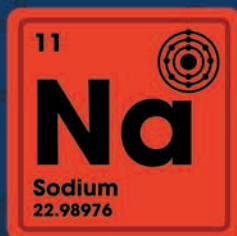
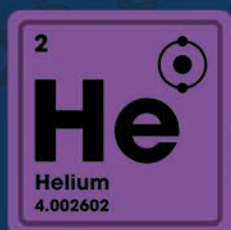
Deadline celebrates story-driven noir mysteries, delivers clever cooperative card play, and wraps up in about an hour. It scales exceedingly well for 2-4 players and uniquely encourages working together to solve the most baffling crimes. At the end of the game, whether they figured it all out or muse at how they missed the critical (but now obvious) clues, players are sure to be anxious to play again in the hard-boiled tradition of the best mystery novels!

Designed by A. B. West and Dan Schnake, and featuring the illustrations of Glen Orbik and Tom Babbey, *Deadline* will be available in friendly local game stores in June.



CHEMISTRY

FLUXX



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Do you play base *Catan*®, but want a few more strategic options? There are a number of *Catan* scenarios that provide just that! Perhaps the most universally accessible scenario is *The Helpers of Catan*™. You can use it with almost any *Catan* game.

Helpers provides ten different characters that can help you out of a sticky situation or help you with your building plans. You start play with a helper that provides you with a special advantage. You can use that helper once, then discard it and take a new helper from any of the unused tiles. Or, you can use a helper a second time later, but then you must discard it and take another helper.

The mechanics of these helpers are also used in *Star Trek Catan*™ and the *Rickshaw Race*™ scenario.

Candamir—When you buy a development card, you may substitute 1 of the 3 resources with any 1 other resource of your choice. Additionally, when drawing a development card, draw the top 3 cards and choose 1 of them to keep.

Hildi—Choose an opponent who has more victory points showing on the board than you do. You may look at that player's hand of resource cards and take 1 resource card of your choice.

Jean—You may exchange that resource type with the supply at a 2:1 rate as often as you like during this turn.

Lin—If the robber is on a terrain hex, you may move the robber to the desert. After moving the robber this way, you receive 1 resource of the type produced by the land that the robber left.

Louis—You may remove 1 of your roads from the board and rebuild it for free.

Marianne—If any production roll is not a “7” and you receive no resources, take any 1 resource card of your choice.

CATAN

SCENARIOS

HELPERS OF CATAN

Nassir—First declare a resource card type (wool, for example). Next choose 1 or 2 opponents. Those opponents must each give you 1 card of the declared type (if they have it). Finally, for each resource card you received in this way, you must give the player that gave it to you 1 resource card of your choice in return.

Sean—When any production roll results in a “7,” you may immediately use either of these advantages:

- If you have more than 7 resource cards in your hand, you do not have to discard any cards.
- If you have 7 or fewer resource cards in your hand, you may take any 1 resource of your choice.

Vincent—You may discard 1 knight card to reduce your building costs as follows:

- Either build 1 settlement for 1 lumber plus 1 brick or
- Upgrade a settlement to a city for 2 ore plus 1 grain

William—When building a road you may alter resources required to build that road. Instead of the usual 1 lumber plus 1 brick, you may substitute either the lumber or the brick with any 1 other resource of your choice.



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JUNIOR

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Of Dreams & Shadows

OF DREAMS & SHADOWS

PSI GNE1512 \$59.95 | Available April 2017!

The Greenbrier Games team recently sat down with Gordon Alford to discuss the upcoming release of *Of Dreams & Shadows*, a RPG set in a world beset by the supernatural!

How did you come up with the idea for *Of Dreams & Shadows*?

When I was a kid, I began to read fantasy books. I picked up my first *Dragonlance* novel and immediately fell in love with the fantasy genre. I drew inspiration from the many stories that I've read over the years and began working on my own dark fantasy setting. I have always been fascinated by ancient Celtic mythology and wanted to build a world heavily influenced by this theme.

Can you elaborate more on the story setting of the game?

In *Of Dreams & Shadows*, people are struggling to survive in a world dominated by spirits and other supernatural creatures. There are telltale signs that human civilization has been destroyed and rebuilt over countless years. Even the feeling of what is *real* sometimes blur with what people experience in their dreams...and nightmares. While there's an element of horror and bleakness to the setting, it is contrasted by a realm filled with wonder and adventure. Humanity has carved out four distinct kingdoms and begun to explore more of the surrounding wilderness. The ruins of an underworld empire have also recently been unearthed. The story begins with a prophetic dream filled with ominous signs and the characters are driven by a need to work together to overcome a rising darkness.

What are the characters like?

Each of the playable characters has a back story or description that sheds more light on who they are and their own individual motivations. For example, one of the characters is set on a path of vengeance against the creature that slew (and ate) her family. Another is trying to solve a mystery involving a rash of sudden disappearances, while contending with the fact he's not much of a people-person and has an addiction problem. Besides interesting heroes, I also wanted antagonists that weren't just evil for the sake of being evil — they're driven by their own needs and beliefs. A couple of them actually feel justified with their actions as they believe they are doing the right thing.



in a box". I hope that the game will appeal to players that love roleplaying games in a more streamlined board game format.

What experience do you draw from in game design?

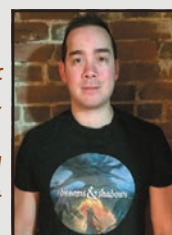
When it comes to gameplay, I always love to optimize characters or find loopholes in the rules. It was actually through playing online games where I learned that I enjoyed game design. I had begun to play massively multiplayer online games and one in particular, *Dark Age of Camelot*, really drew me in. I developed a bit of a reputation on my server for organizing and leading my realm against the others. This led to a role as a Team Lead where I tested and gave feedback on combat balance and game design. That experience carried over to other online games where I would test and provide feedback. When I began to play modern board games, I thoroughly enjoyed seeing the innovative game-play ideas. A couple of the more story-based games led me down the path of designing my own board game.

...

Why did you turn your idea into a board game?

Originally, I planned to write a novel. In the past few years, I began to play more board games with friends as we didn't have as much time for tabletop role-playing games. It was during this time that I thought about making a board game with an immersive world, story-based choices, and compelling characters. A friend of mine coined it "RPG

Gordon Alford has been an avid gamer since the '90s. In 2014, he began creating *Of Dreams & Shadows* as a fully self-funded project. Gordon launched the game at Spiel Essen 2016 where he hit it off with Greenbrier Games. They are now partnering together for a North American release.



CLANK!

Sunken Treasures



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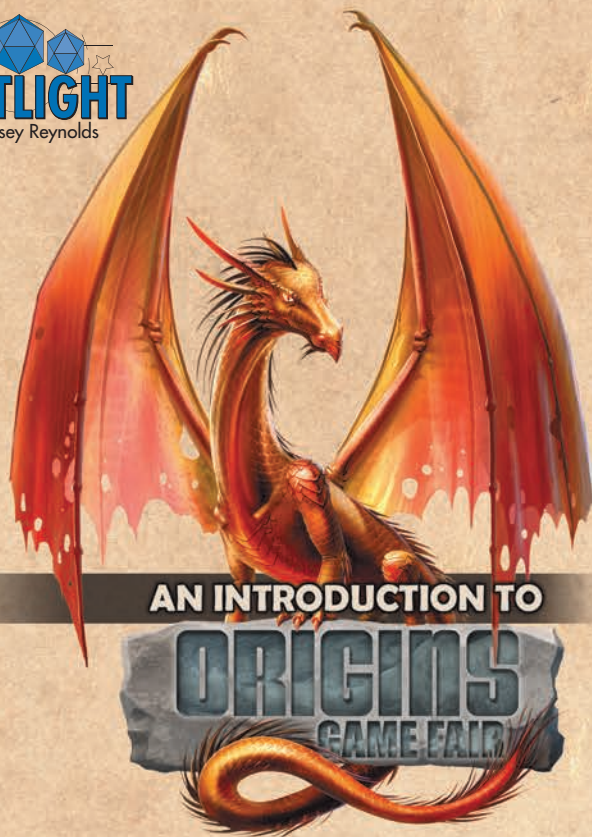
Sink or Swim!

March 2017



www.renegadegames.com





Origins Game Fair has been in existence since 1975, but if this is your first-year attending you may be feeling overwhelmed with all that Origins offers. With over 200 exhibitors it's no surprise! Whether you attend one day or all five, you can take part in open gaming or a wide variety of scheduled games, including tabletop, miniatures, roleplaying, live-action roleplaying, card games, and more! So, what should I expect? Games and fun for the whole family! Here are some tips that will make your time at Origins the best it can be.

WELCOME TO ORIGINS

For 2017, Origins Game Fair is June 14-18. Early bird registration closes on Wednesday, May 31 at 1pm EST. This is an exciting experience for you to discover the magic of an entire convention center full of gaming and game-related activities and we look forward to seeing you there! For more information and to pre-register visit www.originsgamefair.com



ORIGINS IN OHIO

Since 1996, Origins has been held at the Greater Columbus Convention Center. Events are happening all around you, and the Convention Center is massive. Fortunately, there's an information booth right near the Registration Area with friendly, knowledgeable folks on hand to point you in the right direction. If you enter the Convention Center at the entrance closest to the Hyatt, the Registration Area will be right in front of you, along the left wall. If you enter from any of the other entrances, you'll want to go to the main hallway and

turn right, heading towards the long escalators. Don't worry, there will be a map showing you where everything is, as well as dozens of helpful staff people and volunteers to ask questions at any time!



GET PACKING

As anyone who has gone on a road trip knows, making sure to bring the essentials can make or break the excursion. The same can be said about attending Origins. If you do decide to bring a backpack, including water and protein snacks can ensure you stay hydrated and energized while gaming! You can also tote along your favorite games, dice, and even paper and pencils. A benefit of the convention center being so close to the hotels is that you can take a load to your room throughout the day so you don't have to lug around a 50lb bag!



GAME OUTSIDE THE BOX

Whether you're into board games, roleplaying games, or miniatures, one thing to take away from Origins is to try something new! There are over 200 exhibitors which means a chance to explore games you wouldn't otherwise discover. Most booths at Origins are set up to run demos, however, there are thousands of family-friendly events where the rules are taught and newcomers are more than welcome and encouraged to participate!

REGISTRATION 101

While pre-registration isn't mandatory, it does have its benefits. The event schedule will be posted on March 8, and for sale on May 3. By pre-registering for games, it guarantees you a seat at the table and lets the organizer or game master know they should be expecting you.

Another thing that you can pre-register for is events. Not only do you get a discount on your badge fee, but those who pre-register can avoid the on-site registration line, retrieve their badges and tickets, and get to gaming much quicker than on-site registrants!

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Chelsey Reynolds joined GAMA in 2017. She will be in charge of new memberships and coordinating the Origins Awards. If you're lucky enough, she may also be the friendly voice you hear when you call the GAMA office. Chelsey maintains her energy with copious amounts of Diet Coke, and will accept donations of those silver cans.



REINFORCEMENTS HAVE ARRIVED



FOUR NEW EXPANSIONS TO GROW YOUR ARMY

Oathsworn Cavalry Expansion Pack - RWM03 | \$24.95
Daqan Infantry Command Expansion Pack - RWM05 | \$24.95

Reanimate Archers Expansion Pack - RWM08 | \$24.95
Waiqar Command Expansion Pack - RWM10 | \$24.95

Full contents not shown.

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GEKIDO

BOT BATTLES

GEKIDO: BOT BATTLES

COL GEK001 \$64.99 | Available 2Q 2017!

In the future, the hottest sport around is Bot Battles. Steel gladiators enter the ring and duke it out until only one warrior is left standing. The most famous arena of all is Gekido. Bot controllers from around the world gather there to prove they have the skills to outmaneuver the competition. The matches are fierce, and in the blink of an eye, someone is crowned champion, while everyone else walks away with nothing but scrap metal.

Gekido: Bot Battles is a fast, fun showdown in the Bot arena for two to four players. Each player takes control of one of the six available, super-cool, pre-painted mini Bots and prepares to do battle. The Bots all have their own skills and attack capabilities, and players will be able to tweak those abilities with Tech cards, unlocked Powers, and by taking advantage of the arena tiles. A calculating controller, with a little bit of luck, should be able to wipe out the competition.

Over the course of several intense combat rounds, players move their Bots around the arena and attempt to land attacks on their opponents. The more difficult the attack, the more damage they can inflict. However, controllers have to be careful. These Bots are still new technology and have a tendency to malfunction. Failed attacks can backfire, damaging the Bot in the process.

To launch an offensive, players have to create an Attack Command for their Bot. They roll five Command dice, and based on the result, declare which attack they are going to attempt. They can roll the dice twice more, but must keep whatever they have after the third roll. Successful attacks deal the corresponding damage to the target, but a misfire causes damage to the active player's Bot.

The Attack Commands require different amounts of dice, depending on which maneuver is being attempted. The more dice needed, the more devastating the blow. Executing some of the simpler commands can earn players Tech cards that are useful in future turns.

Tech cards come in three different varieties and can only be played at certain times (indicated by the card). Red Attacker cards can be played after attack rolls. They give players the ability to manipulate the dice results or dole out extra damage. Green Defender cards can only be played by the targeted player and disrupt the attack in some way. Grey Tech cards can be played by either the Attacker or the Defender and provide some sort of tactical advantage.

As if it weren't enough for players to be engaging other killer Bots, the arena itself can become a deadly force. After each roll, the attacker can choose to use the tile effect instead of playing a tech card. The designers of the arena thought of everything, decking it out with advanced technology like Energy Stations (allowing players to flip rolled dice), Laser Turrets (adding to the attacker's strength, but lowering their defense), and Hot Grills (which grant an extra reroll of the Command dice). Choosing when to



effectively take advantage of Tech cards and when to use the arena tiles can be the difference between victory and a trip to the junk yard!

As players zero in on other Bots and hope to land an attack, they'll have to choose a target and lock in on to them. Target Lock tokens are used to ensure that everyone doesn't just gang up on one player (no matter how big a jerk they are). Players have a Target Lock token for each of the other Bots in the game. The tokens start on the 'Ready' side, making all the other Bots a valid target. After a player has leveled an attack against a specific Bot, the attacker must flip that Bot's Target Lock token to the 'Loading' side. It's only once a player has attacked all the other Bots that they can flip their Target Lock tokens back to the 'Ready' side and start dealing out damage again.

Speaking of damage, no one wants to see their Bot get beat up in the arena, but when they do take a hit, they battle even more fiercely. As a Bot's structure is compromised, Upgrades and Powers are unlocked, giving them a fighting chance. Upgrades increase the strength of a Bot's attack or defense, while Powers are abilities that can be used in the heat of battle, instead of playing a Tech card or activating an arena tile.

Gekido is easy to learn and highly replayable. It perfectly captures the feeling of sitting ringside, furiously inputting commands into your Bot as it fights for survival. As these metal warriors trade blows back and forth, eliminating each other from the match, you'll be happy they're the ones doing the fighting! Enter the arena in Q2 of 2017 when you pick up *Gekido: Bot Battles* at your FLGS.

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Sean Jacquemain is a Content Producer for CMON, and Managing Editor and photographer of *The Daily Worker Placement* blog. He lives in Toronto, where he worked as a Game Guru and Manager at Snakes and Lattes Game Cafe.





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*"In ancient times cats were worshipped as gods;
they have not forgotten this."*

Terry Pratchett

It can get lonely in the big city. Which is why every cat, no matter how big, fearless, or cute, needs lots of pals. Now, it's time to get the gang back together with Mayfair's family-friendly title full of feline fun: *Hot Tin Roof*!

Hot Tin Roof is a route-building game where players are competing for the title of Top Cat. How do you get to be Top Cat, you ask? Easy! Have more fish at the end of the game than the other players... uhr, cats.

There's lots of ways to get fish, but the most important is to build a network of routes so you can get together with your furry friends whenever possible. Of course, having lots of connections, both between friends and rooftops, pays off in other ways, as well. Sometimes other cats will want to use your rooftop routes, but they must pay for the privilege. You can also establish comfy resting spots on balconies around the city, and if other cats want to use them, again, they have to compensate you. So make your

connections of every kind, and soon you will be the envy of every cat on a *Hot Tin Roof*!

Hot Tin Roof uses simple mechanics to create the nighttime exploits of you and your feline rivals. There are five dumpsters in the game, and every turn you must ante five sardine cans, one onto each of the dumpsters. If you don't have five sardine cans, you immediately end your turn and take two sardine cans from the supply.

Then, you pick a dumpster and perform its action, called 'dumpster diving'. The available actions are placing a pair of your cats on the board, a catwalk in between two houses, or a shelter on a patio. As a bonus for dumpster diving, you will also get all the fish that have accumulated in that dumpster.

Next, you'll move your cats along the rooftop of the city. Your cats can move any distance across the board, but they must end their movement on a patio shelter. Catwalks are important, because they allow your cats to cross from one rooftop to the next. If you're forced to use an opponent's catwalk, you must pay them one sardine can for every catwalk you cross. Use Patio shelters as cozy spaces to take catnaps at the end of every jaunt around the city. If you must, you may use an opponent's shelter, but you must pay them two sardine cans for the privilege.

The purpose of all this rooftop racing is for your cats to get together and pal around. If they ever wind up on the same patio, you can remove them from the board and take a fresh fish from the supply. Fish are worth 10 sardine cans and are the primary way to win the game!

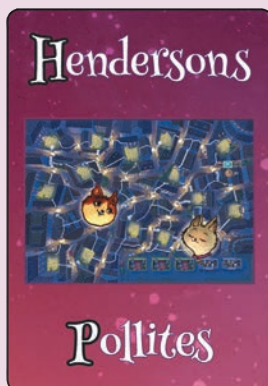
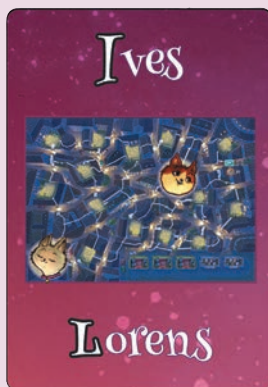
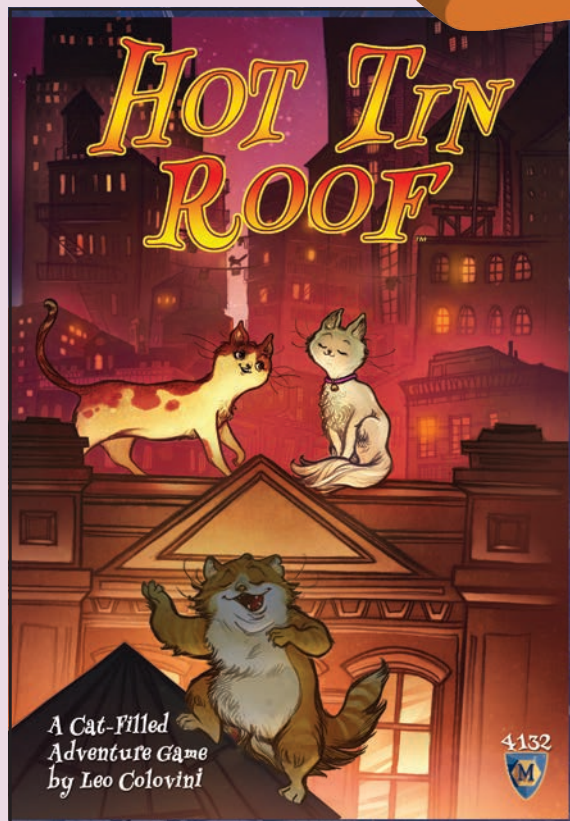
Once you've paired your cats together, the process begins anew, with the pair going back on the board and trying to meet up all over again. You can perform this action numerous times throughout the game, and perform this as often as you can.

Hot Tin Roof ends when the last fish is taken from the market. If you still have cats left on the board, you have two options: if you can get them together, but you gain no reward for doing so; if you can't pair them up, you must pay the bank 15 sardine cans (ouch!). The cat with the most sardine cans is the winner and is crowned Top Cat! (Remember, fish are worth 10 sardine cans each.)

We hope you've enjoyed our look at *Hot Tin Roof*, a fun-filled game of felines, friendship, and (of course) fish.

About Hot Tin Roof: *Hot Tin Roof* was designed for 3-4 players ages 10 and up by Leo Colovini, takes between 30 and 60 minutes to play, and is published by Mayfair Games in the United States.

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ALLIANCE GAME DISTRIBUTORS



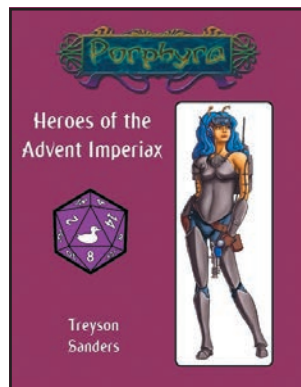
ART FROM PREVIOUS ISSUE

GAME TRADE MAGAZINE #208

GTM contains articles on gameplay, previews and reviews, game related fiction, and self contained games and game modules, along with solicitation information on upcoming game and hobby supply releases.

GTM 208 \$3.99

4 WINDS FANTASY GAMING



PORPHYRA: HEROES OF THE ADVENT IMPERIAX

Come, if you dare, to the Advent Imperiax! Play as dhosari, erkunae, femanx, half-orc, human, or squole! Visit the amazing alien cities of Myxhadriax the Supreme, Yhadri-Fhas the Technological Wonder, and Yhadri-Izhaaf the Decadent! Train as a faceless agent, LostHome Outrider, or Order of the Imperiax, machine spirit shaman, metaphysical rogue, questioner, primeval rager, or sworn guardian. Marvel over a dozen new herbal remedies, drugs, and poisons. Select from even more psionic powers, alien weaponry of the femanx, and a bewildering array of special technological armor, weapons, gear, and powerful vehicles! There are adventurer tools for everyone in the Advent Imperiax, if you're willing to risk it all. Scheduled to ship in May 2017.

S2P 4WF214.....\$19.99

ACTION PHASE GAMES



TRICKSTER: CHAMPIONS OF TIME

Across all of space and time, the Tricksters play their game. Only a cunning few are privy to the mischief that they wreak. At long last, these champions have gathered from across the multiverse with a sole purpose: to put an end to these blasted troublemakers! Only the wildest Trickster will elude the others and live to trick another day! *Trickster* is trick-taking game of multi-dimensional mischief! Scheduled to ship in June 2017.

PSI APGTRK1.....\$19.99

ALC STUDIO BVBA



JIM HENSON'S LABYRINTH: GOBLINS! EXPANSION

The *Goblins! Expansion* for Jim Henson's *Labyrinth: The Board Game* features optional rules to make more use of the goblin infantry, cavalry, and artillery. Scheduled to ship in August 2017.

ALC RHLAB002.....\$25.00



TAROT OF LOKA

Designed by Alessio Cavatore (*Warhammer 40k*) with illustrations by Ralph Horsley (*Magic: the Gathering, Talisman*), the *Tarot of Loka* is inspired by medieval tarot and pays homage to tarot's origins as a card game. Scheduled to ship in August 2017.

ALC TBA.....\$10.00

ALDERAC ENTERTAINMENT GROUP



AUTOMOBILES: RACING SEASON EXPANSION

Scheduled to ship in June 2017.

AEG 7012.....PI



CUSTOM HEROES

Custom Heroes uses the card-crafting system from *Mystic Vale* in a trick-taking game. Scheduled to ship in August 2017.

AEG 7009.....PI



CUTTHROAT KINGDOMS

'Til Death Do Us Part! As memory of the slain king Ratimir Dravanof passes, the six great houses vie for control of the land in a never-ending dispute of title, territory, and birthright. Now, embroiled in conflict, the lords and ladies lock eyes on the crown, as they fight to contend with the remnants of the Dravanof legacy: the great plague that has now turned upon the people, to ravage the countryside, exacting its cruel revenge. In *Cutthroat Kingdoms*, players take on the role of a leading lord or lady of one of the six eminent Houses in the Kingdom of Aurum - a grim fantasy world fraught with danger, intrigue, and plague. Scheduled to ship in November 2017.

AEG 5890.....PI



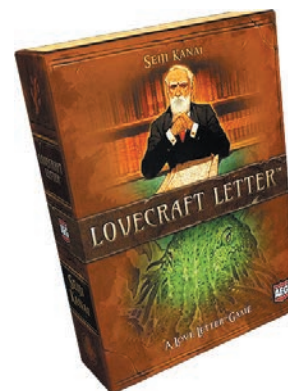
FANTAHZEE: ROGUE'S GALLERY EXPANSION

AEG 5888.....\$24.99



GUILDHALL FANTASY: THE GATHERING

AEG 5854.....\$44.99



LOVECRAFT LETTER: A LOVE LETTER GAME

A mind-shattering journey into the world of H.P. Lovecraft and the Cthulhu Mythos warped into the shape of a *Love Letter* experience! In *Lovecraft Letter*, you're not trying to gain affection from the Princess - instead, you're trying to eliminate your rivals for power as you seek to understand the cosmic horror that lurks just beyond what we foolishly call "reality". Will you accept madness as the price that must be paid for Knowledge Man Was Not Meant to Know? Or will you attempt to hold the shreds of your sanity together in the face of eldritch nightmares attempting to enter and destroy our world?

AEG 5123.....\$29.99



MYSTIC VALE: VALE OF THE WILD EXPANSION

Who will lead the battle for the Vale? As the struggle to restore the Valley of Life intensifies, the ranks of those combating the curse continues to swell. Some druids, in particular, are rising to the forefront as potent leaders. While they are as varied in their approach and nature as the druidic clans themselves, these servants of Gaia all strive for the day when a wicked king's bitter wrath no longer taints their world.

AEG 5895.....\$29.99



PLANES: ROUND TRIP EXPANSION

Scheduled to ship in June 2017.

AEG 7013.....PI

SPOTLIGHT ON



SMASH UP: BIG IN JAPAN EXPANSION

Smash Up: Big in Japan brings the most kawaii base-bashing you've seen to *Smash Up*, with four factions born from Japanese pop culture: anime fighting girls, cute collectible critters that are totally not Pokémon, colorful fighters that are in no way Power Rangers, and kaiju. Scheduled to ship in September 2017.

AEG 5513.....\$24.99



TRAINS: COASTAL TIDE EXPANSION

Scheduled to ship in June 2017.

AEG 7014.....PI



UNICORNUS KNIGHTS

The kingdom of Astoria was suddenly thrown into a war! A hostile empire began a campaign to take the fertile lands for their own. The military strength of the empire was vast, the royal army was obliterated, and the capital of Astoria fell. Only one member of the royal family, Cornelia, is left. Only sixteen, with no knowledge of politics or military tactics, she still doesn't hesitate a second to devote her life to her youthful ideal of vengeance! Part of AEG's "Big in Japan" series, *Unicornus Knights* is a cooperative fantasy adventure game created by Japanese game designers Seiji Kanai (*Love Letter*, *Lost Legacy*) and Kuro (*The Ravens of Thri Sahashri*, *Seventh Hero*).

AEG 7006.....\$49.99

ARCANE WONDERS



SPOILS OF WAR

The raid is over, and the victorious Vikings gather in the chieftain's tent to divide the Spoils of War! Piled high on a massive oak table are the best treasures taken during the raid - gleaming gems, shiny swords, fine armor, and magical artifacts! Once strong allies, the Vikings are taken by greed, and soon a heated debate ensues - who will get what spoils? Fists pound the table, insults are made, and tempers rise! Let the Spoils of War begin! A fast-paced and exciting game of bidding and wagering, players in *Spoils of War* roll their dice each round, then cleverly bluff and bet to outwit their fellow Vikings. The winners claim fantastic treasures - but no one knows who'll win until the spoils are counted! Scheduled to ship in June 2017.

PSI AWGAW01SW.....\$39.99

ASMODEE EDITIONS

SPOTLIGHT ON

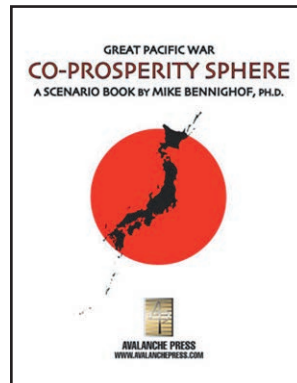


DICE FORGE

Greetings, mortal! You have ascended into the divine realms, and here, among the celestial islands, your mettle shall be tested with the utmost rigor. Only the mightiest heroes shall pass all challenges and craft their own destiny, rising to become a demigod. Make your own luck and quest for the favor of the gods with *Dice Forge*, a game of crafting dice and heroic deeds! Scheduled to ship in May 2017.

ASM DIF01.....\$39.99

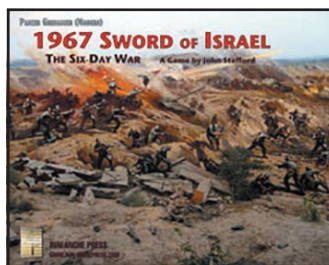
AVALANCHE PRESS



GREAT PACIFIC WAR: CO-PROSPERITY SPHERE

With five new scenarios and 90 new playing pieces, this expansion for *Great Pacific War* offers an alternative-history look at a Japanese Empire able to stand up to the United States economically, politically, and, most of all, militarily. Scheduled to ship in June 2017.

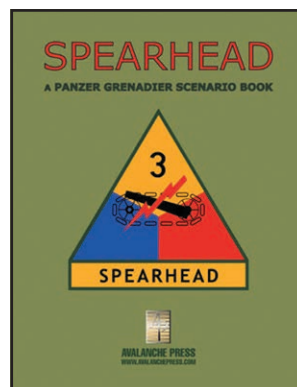
APL 0877.....\$24.99



PANZER GRENADIER: 1967 SWORD OF ISRAEL - MODERN

Israel takes on the armies of Egypt, Syria, and Jordan in 50 scenarios from the remarkable Six Day War. Scheduled to ship in June 2017.

APL 0324.....\$119.99



PANZER GRENADIER: SPEARHEAD DIVISION

This expansion for *Panzer Grenadier* features twenty-five new scenarios for Elsenborn Ridge focusing on the U.S. Army's crack 3rd "Spearhead" Armored Division, with four "battle games" linking them together, plus 88 die-cut playing pieces showing the Spearhead Division in its own special livery. Scheduled to ship in June 2017.

APL 0865.....\$24.99

SOLDIER EMPEROR: DELUXE EDITION

Between 1803 and 1815, Napoleon Bonaparte lent his name to an entire age. *Soldier Emperor* covers the entire sweep of the Napoleonic Wars from 1803 to 1815, as fleets and armies clash from Ireland to Persia. Scheduled to ship in June 2017.

APL 0042.....\$74.99



THE SECOND GREAT WAR

In November 1916, the freshly-re-elected U.S. President Woodrow Wilson renewed his earlier attempts to mediate a peace between the warring European powers. On December 18th, Wilson sent identical notes to the warring powers asking them to state their conditions for peace, and later offered to mediate a settlement. The warring sides rejected his offer. Wilson's failure marked the last chance for a negotiated peace to end the Great War before one side collapsed. What if he had succeeded? What if the First Great War had come to an end in December 1916, sparing the lives of millions and uncountable destruction? *The Second Great War* is a sourcebook describing the world of Wilson's Peace, one in which the great empires of Eastern Europe - Germany, Austria-Hungary, Russia and the Ottoman Empire - survived for another generation. Scheduled to ship in February 2017.

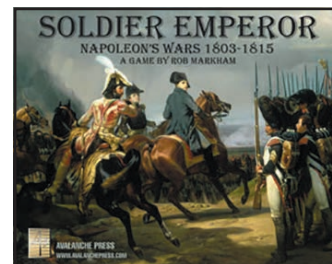
APL 0875.....\$19.99



SECOND WORLD WAR AT SEA: SHIPS OF PLAN Z

In January 1939, Germany's Supreme Leader approved a naval expansion program known as Plan Z. It included battleships, aircraft carriers, cruisers, and smaller craft as well. This expansion for *Second World War At Sea* focuses on the ships of Plan Z for an expanded battle fleet. Scheduled to ship in June 2017.

APL 0874.....\$29.99



AWFUL FANTASY GAMES



AWFUL FANTASY: THE CARD GAME

Based on the the unique and absurd humor of Justin and Mitchell Lucas (@AwfulFantasy) and with gameplay designed by Adam and Brady Sadler (Warhammer Quest: The Adventure Card Game), Awful Fantasy: The Card Game is a casual card game where players take on the role of ridiculous authors equipped with a hand of awful cards, which are used to either draw fantasy cards or thwart your rival authors in your quest to complete your own sordid, torrid tale of awful fantasy. Scheduled to ship in May 2017.
IMP AWF100\$25.00

BEZIER GAMES

ONE NIGHT ULTIMATE ALIEN

In *One Night Ultimate Alien*, strange, extraterrestrial beings have infiltrated your small village, bringing fearsome technology and an insatiable appetite for both Villagers and Cows. Fortunately, the village has many powerful inhabitants whose goal is to save it from the alien invaders. Compatible with the original *One Night Werewolf*, *One Night Ultimate Daybreak*, and *One Night Ultimate Vampire* games, *One Night Ultimate Alien* is a fast-paced, far-out game of social deduction where everyone gets a role - the scary, technologically-advanced Aliens, the all-knowing Leader, the tippable Cow, and others. Scheduled to ship in June 2017.

PSI BEZONUA\$24.95



WEREWORDED

In *Werewords*, the hidden identity word game, players attempt to guess a secret word by asking "yes" or "no" questions. However, one of the players is secretly a werewolf who's not only working against you, but also knows the word. Figure out the magic word before time runs out - or identify the werewolf in your midst - and you win! Scheduled to ship in June 2017.
PSI BEZWWRD\$19.95



BLUE ORANGE USA



CLEAR FOR TAKEOFF

In this aviation-themed game, collect enough cards to send airplanes through the different stages of takeoff, then high into the sky! Navigate weather problems, mechanical failures, and your opponents' strategies to successfully launch your whole fleet. Scheduled to ship in May 2017.

BOG 05000\$16.00



DICE STACK

In *Dice Stack*, roll the wacky dice, then carefully stack them up in numerical order. Stop at any time to win the number of points in the stack - or take a chance and try to stack all six! Scheduled to ship in May 2017.

BOG 04502\$10.00

Hot Tin Roof

Find your friends and get the most fish! It's a cat's life in this charming route-builder. Finish with the most fish and reign as Top Cat!

Hot Tin Roof: A Cat-Filled Adventure Game by Leo Colovini

Learn to Play

3-4 30-60 10+

Mayfair Games

mayfairgames.com

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GAMES

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**DR. BEAKER**

Shake It, Stir It, Solve It! Stir up excitement with Dr. Beaker! Scheduled to ship in May 2017.

BOG 03302 \$22.00

**DR. MICROBE**

Help Dr. Microbe complete her research with your tweezers, a petri dish, and the colorful microbes. Using logic, race your fellow scientists to figure out which microbes are missing from the semi-complete challenge card. Be the fastest scientist in the lab to impress Dr. Microbe and win! Scheduled to ship in May 2017.

BOG 03301 \$20.00

**EYE N SEEK**

Spin to win in Eye 'N Seek! Each player has a double-sided spinner with images on each side that are visible through three holes. On your turn, reveal one of the challenge cards, then race to find the item (or items) on the appropriate side of the spinner. Scheduled to ship in May 2017.

BOG 05300 \$15.00

**GO GO GELATO**

Using four scoops, three cones, two hands, and a challenge card, players in Go Go Gelato attempt to fill their customers' orders as quickly as they can! Pass the scoops from cone to cone, without touching or dropping them, to get the order exactly as it appears on the card. The fastest and most successful gelato mixer will be the winner! Scheduled to ship in May 2017.

BOG 04600 \$20.00

**QUIZOO**

Who's faster? Slower? Bigger? Smaller? Compare and learn about animal's average weights, sizes, speed, and lifespans in this quick-thinking card game. Scheduled to ship in May 2017.

BOG 04700 \$10.00

**RALLY ROLL**

In Rally Roll, roll the large colored die and the five number dice all together on your turn, then score the number of points that match the color on the big die. The more dice you can rally together, the more points you can keep! Bank your points, or take a risk and roll again. If no dice match the big colored die, you forfeit all points won that round! Scheduled to ship in May 2017.

BOG 04500 \$8.00

FLYING KIWIS

The kiwis want to go on vacation, but they can't fly! Help the sneaky little birds disguise themselves as fruit so they can hitch a ride to paradise in this fast-paced launching game! Scheduled to ship in May 2017.

BOG 05200 \$18.00

**STRIKE IT!**

Celebrate the outdoors with Strike It!, a new twist on a classic skittle game. Use dexterity, strategy, and a bit of luck to throw the Striker Stick to make the pins fall and be the first to score 25 points. But, watch out for the rubber ends of the Stick - it can go bouncing in silly and unpredictable directions! Scheduled to ship in May 2017.

BOG 00870 \$40.00

**TRICKY TRUNKS**

Welcome to the elephant feeding frenzy! Use your handheld trunk to capture the fruit balls following the challenge cards. Depending on the card, eat as much as you can, all of one kind of fruit, or a specific combination of fruits. Race your opponents to be the first one done, but don't be too greedy or you'll spill the fruit balls before they get eaten! Scheduled to ship in May 2017.

BOG 04900 \$25.00

**TUMBLE TREE**

A baobab is a short tree with an enormously thick trunk and sprawling canopy, commonly found in Africa and some parts of Australia. Build your own baobab tree - but, don't let it topple - in this frenetic card-placement game. Scheduled to ship in May 2017.

BOG 05100 \$13.00

**ZERO**

Less is more in this subtle card game. Group the cards in your hand by number and color to try canceling out their point values. Multiples of cards are scored as zero, so each number is only counted once. Mind your strategy as you all reach for the goal of achieving the ultimate combo: ZERO! Scheduled to ship in May 2017.

BOG 04400 \$10.00

BUFFALO GAMES**BOTTLE FLIP CHALLENGE**

Achieve the Ultimate Flip with Bottle Flip! Specially designed with unique challenges and tricks, Bottle Flip comes with a customized bottle crafted to withstand the wear and tear, and includes a card pack with head-to-head challenges and solo challenges and tricks like "The Rainmaker" and "The Wall Stand". Scheduled to ship in June 2017.

BFG 194 PI

300 LARGE PIECES PUZZLES

Scheduled to ship in February 2017.

**HAWAIIAN GETAWAY**

BFG 2485 PI

**VIVID: TIGER STRIPES**

BFG 2728 PI

WINGS

BFG 2729 PI

500 PIECES PUZZLES

Scheduled to ship in February 2017.



A DAY ON THE DOCK

BFG 3693 PI

AMAZING NATURE: AFRICAN BEASTS

BFG 3774 PI



AUTUMN MEMORIES

BFG 3685 PI



COLOR YOUR WORLD: MAGICAL JUNGLE - WILD FLOWERS

BFG 3847 PI



DEWIE HOLLOW

BFG 3694 PI



GARDEN GATE

BFG 3883 PI



SMALL TOWN CELEBRATION

BFG 3690 PI



SPIRIT OF SUMMER

BFG 3886 PI

1000 PIECES PUZZLES

Scheduled to ship in February 2017.



CINQUE TERRE

BFG 1418 PI



COCA COLA: NEON FLUORESCENT

BFG 11276 PI



ISLAND LIFE

BFG 11396 PI

PANORAMICS: YODA

BFG 14046 PI



STAR WARS VINTAGE ART: CLASSIC COMIC BOOKS

BFG 11805 PI

STAR WARS VINTAGE ART: ORIGINAL TRILOGY POSTERS

BFG 11804 PI



STAR WARS VINTAGE ART: THE CIRCLE IS NOW COMPLETE

BFG 11801 PI



STAR WARS VINTAGE ART: YOU'LL FIND I'M FULL OF SURPRISES

BFG 11802 PI



STAR WARS VINTAGE ART: YOU'RE ALL CLEAR KID

BFG 11803 PI



THE SADNESS OF GAIA

BFG 11734 PI

VINTAGE TOY SHELF

BFG 11744 PI

2000 PIECES PUZZLES

Scheduled to ship in February 2017.

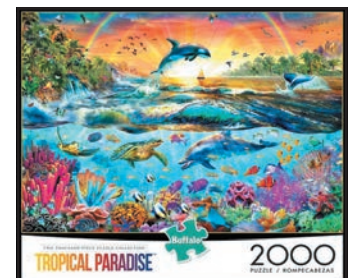


CASTLE DREAM

BFG 2066 PI

FAMILY VACATION

BFG 2067 PI



TROPICAL PARADISE

BFG 2031 PI

WATCH YA MOUTH: FAMILY EXPANSION PACK

In the hilarious party game *Watch Ya' Mouth*, teams of players, hampered by cheek retractors, attempt to read and correctly interpret phrases like "warm beef meatballs" or "there's a wasp in my Pepsi." This family-friendly expansion contains 110-cards for use with *Watch Ya' Mouth*. Scheduled to ship in June 2017.

BFG 197 PI

WATCH YA MOUTH: MOUTH OPENER 10 PACK

This pack contains six Large and four Small sized cheek retractors for use with *Watch Ya' Mouth*. Scheduled to ship in June 2017.

BFG 196 PI

WATCH YA MOUTH: NOT SAFE FOR WORK EXPANSION

In the hilarious party game *Watch Ya' Mouth*, teams of players, hampered by cheek retractors, attempt to read and correctly interpret phrases like "warm beef meatballs" or "there's a wasp in my Pepsi." The *Not Safe For Work Expansion* contains 110-cards for use with *Watch Ya' Mouth*. Scheduled to ship in June 2017.

BFG 195 PI



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GAMES

BURNING GAMES



ETHER WARS

Four species fight for control of the Ether. Will you get the lion's share? Ether is the most sought-after and rare power source in the known Universe. To avoid further conflict over it, an official battle is set up between the four main sentient species. Will you be able to bring your team to victory? Will you be the champion of the Ether? In *Ether Wars*, up to four players fight to outwit and outmaneuver the enemy forces in a battle over territory and resources. Scheduled to ship in June 2017. BRG BGE11101\$49.99

BUSHIROAD


**CARDFIGHT VANGUARD TCG:
DIVINE KNIGHT OF HEAVENLY
DECREE TRIAL DECK DISPLAY (6)**

NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability. YCW 403456-D PI


**CARDFIGHT VANGUARD
TCG: FLOWER PRINCESS OF
ABUNDANT BLOOMING TRIAL
DECK DISPLAY (6)**

NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability. YCW 403463-D PI

**FUTURE CARD BUDDYFIGHT TCG:
DEMON LORD DRAGON
OF TEMPEST STARTER DECK
DISPLAY (6)**

NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability. YCW 403579-D PI

**FUTURE CARD BUDDYFIGHT TCG:
DRAGON FIELDER STARTER
DECK DISPLAY (6)**

NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability. YCW 403586-D PI

**FUTURE CARD BUDDYFIGHT TCG: THE DARK LORD'S
REBIRTH BOOSTER PACK DISPLAY (30)**

NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability. YCW 403623 PI


**CARDFIGHT VANGUARD TCG:
RAGING CLASH OF THE BLADE
FANGS BOOSTER PACK DISPLAY (30)**

NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability. YCW 403555-D PI


**CARDFIGHT VANGUARD TCG:
RUMMY LABYRINTH UNDER THE
MOONLIGHT BOOSTER DISPLAY (12)**

NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability. YCW 403609 PI

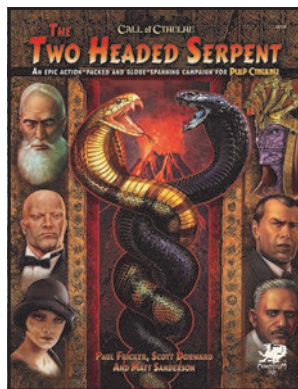
**FUTURE CARD BUDDYFIGHT TCG:
TRY 3 NEXT BOOSTER PACK
DISPLAY (12)**

NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability. Scheduled to ship in April 2017. YCW 403494 PI

**FUTURE CARD BUDDYFIGHT
TCG: WE ARE TRINITY DRAGON
BOOSTER PACK DISPLAY (12)**

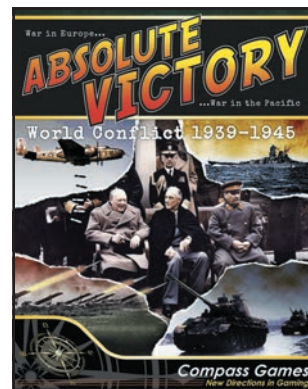
NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability. YCW 403517 PI

CHAOSIUM


**PULP CTHULHU:
THE TWO-HEADED SERPENT**

An action-packed, globe-spanning, high-octane campaign set in the 1930s for *Pulp Cthulhu*, the heroes in *The Two-Headed Serpent* face the sinister conspiracies of an ancient race of monsters hell-bent on taking back a world that was once theirs. Working for Caduceus, a medical aid organization, the heroes will loot a lost temple in the forests of Bolivia, go head-to-head with the Mafia in New York City, face a deadly epidemic in the jungles of North Borneo, uncover the workings of a strange cult in dust-bowl-era Oklahoma, infiltrate enemy territory inside an awakening volcano in Iceland, face the horrors of hideous medical experiments in the Congo, race to control an ancient and powerful artifact on the streets of Calcutta, and ultimately travel to a lost continent for a desperate battle to save humanity from enslavement - or annihilation! Scheduled to ship in June 2017. CHA 23125-NEW\$44.95

COMPASS GAMES


**ABSOLUTE VICTORY: WORLD
CONFLICT 1939-1945**

A simulation of World War II on a massive scale, in every actual and possible theater on the entire globe, *Absolute Victory* thrusts the players into the tense and unpredictable world of the 1940s by focusing their energy and attention on the military and strategic aspects of the war, all in the context of the larger-than-life leaders and great ideological crusades that gave World War II its historic significance. The armed forces of a hundred different nations battle to control a single, worldwide map whose sliding scale gives more detail to areas which saw historical fighting (such as Europe and the Pacific islands), while more than 2,500 carefully researched random events, including diplomatic efforts, unconventional warfare, tech breakthroughs, and the conflicting aims of world leaders on every level immerse players into the geostrategic maelstrom of WWII. Scheduled to ship in February 2017. CPS 1040\$185.00

COOLMINIORNOT


75 GNOM' STREET

Lasting peace is always a delicate balance, and the truce enjoyed by the gnomes of 75 Gnom' Street has just been broken. Four rival gangs battle it out over territory. However, war isn't just about brute strength. They also have to investigate where their opponents might have hidden their loot. All's fair when it comes to a gnome war in 75 Gnom' Street! Scheduled to ship in June 2017. COL GNM001\$49.99

LORENZO IL MAGNifico

Lorenzo de' Medici was a key figure in Florence during the Renaissance, so what better setting than it for the race between noble families to gain prestige and fame? In *Lorenzo il Magnifico*, players send their noble family members out to different locations around the city to collect resources, acquire development cards, and pay tribute to the church. Not everyone is created equally, so deciding where to send the golden child of the family (or the black sheep) might be key to victory. Scheduled to ship in June 2017. COL LRZ001\$59.99



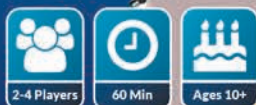


François Gandon

QUADROPO POLIS

Public Services

Expansion



**DAYS OF
WONDER**

DAYSOFWONDER.COM

Quadropolis: Public Services | DO8502 | \$15.00

CRYPTOZOIC
ENTERTAINMENT

ART SUBJECT TO LICENSOR APPROVAL.

**DC COMICS DBG: MULTIVERSE
BOX EXPANSION**

Our reality is one of many. The DC Comics Multiverse encompasses an ever-expanding realm of Elseworld tales, alternate timelines, dreamed realities, parallel worlds, and possible futures. Like the Multiverse itself, the DC Comics Deck-Building Game continues to expand and now there's finally a place to contain it all. Inside the Multiverse Box you can store all of the currently available cards with plenty of room for expansions to come, including the Multiverse Crossover Pack based on the Convergence storyline available exclusively in this box! With the included Crossover Pack, you take control of one of the Multiverse Locations in the DC Comics Deck-Building Game. Scheduled to ship in June 2017.

CZE 02277\$25.00

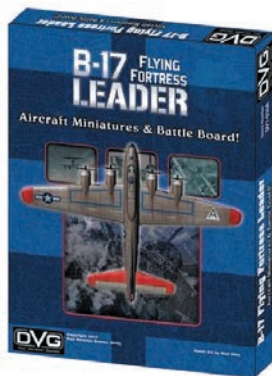
CUBICLE 7

**DUNGEONS & DRAGONS RPG:
ADVENTURES IN MIDDLE-EARTH -
THE ROAD GOES EVER ON**

Featuring four beautiful, double-sided, large-format game maps and a 32-page rules supplement, *The Road Goes Ever On* is an invaluable accessory for the *Adventures in Middle-earth RPG*. Scheduled to ship in June 2017.

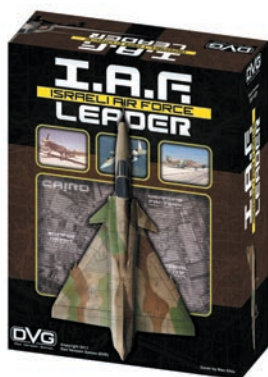
PSI CB72305\$29.99

DAN VERSSEN GAMES

**B-17 FLYING FORTRESS LEADER
AIRCRAFT MINIATURES**

Bombs Away! The *B-17 Flying Fortress Leader Aircraft Miniatures Expansion* includes 21 metal miniature aircraft and a massive 11inch x 17inch mounted European Map display. Scheduled to ship in March 2017.

DVI 035A.....\$59.99

**ISRAELI AIR FORCE LEADER**

Israeli Air Force Leader spans the entire modern history of Israel from 1948 to present - and into the future! Flying everything from WWII propeller-driven fighters all the way to the F-35 Stealth Fighter, *Israeli Air Force Leader* places you in command of the pilots and aircraft of a squadron of Israeli aircraft in hostile campaigns to defend your country. Scheduled to ship in April 2017.

DVI 021\$89.99

DAYS OF WONDER

SPOTLIGHT ON

**QUADROPOLIS: PUBLIC
SERVICES EXPANSION**

Your city is expanding and citizen needs have become more important. As a Mayor, you must provide them the Public Services that will make their daily life better. But, don't forget to support the booming industry of your great city! With the *Public Services Expansion*, you will add all-new Public Service Buildings to your Quadropolis game. Will you build a Police Station to protect your citizens? Or a Maternity Ward to increase population? On the other hand, maybe a reprocessing plant would be a good investment to decrease pollution. Scheduled to ship in May 2017.

DOW DO8502.....\$15.00

DECISION GAMES

STRATEGY AND TACTICS

#305

Scheduled to ship in April 2017.

DCG ST-305\$34.99

#306

Scheduled to ship in July 2017.

DCG ST-306\$34.99

WORLD AT WAR

#54

Scheduled to ship in April 2017.

DCG WAW-54\$34.99

#55

Scheduled to ship in June 2017.

DCG WAW-55\$34.99

DUDE GAMES

**MAGIC MAZE**

After being stripped of all their possessions, a mage, a warrior, an elf, and a dwarf are forced to rob the local Magic Maze shopping mall for all the equipment necessary for their next adventure. They agree to map out the labyrinth in its entirety first, find each individual's favorite store, then locate the exit. In order to evade the surveillance of the guards who eyed their arrival suspiciously, all four will pull off their heists simultaneously, then dash to the exit. That's the plan anyway... but can they pull it off? *Magic Maze* is a realtime, cooperative game. Scheduled to ship in June 2017.

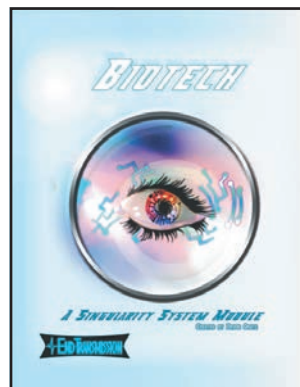
PSI DGMM01\$32.99

END TRANSMISSION GAMES

**BIOTECH: A SINGULARITY
SYSTEM RULES MODULE**

A *Singularity System Module*, *Biotech* includes rules for character Augmentation, including 15 bioware augmentations, 11 nanoware augmentations, 18 geneware augmentations, and over 20 cyberware augmentations, plus unique Perks and Weaknesses to enhance your Singularity campaign, plot points, character archetypes, and the ramifications of an augmented universe. *Biotech* uses a streamlined, fast-generating, extremely customizable, proprietary d6 system with dice pools. Scheduled to ship in May 2017.

S2P ETG50100\$14.99



EDEN STUDIOS

**KNIGHTS OF THE DINNER TABLE:
HACK! CARD GAME (10)**

HACK! is a fast-paced, hilarious card game based on Kenzer and Company's award-winning *Knights of the Dinner Table!* In *HACK!*, players take on the fantasy personas of the main characters from *KoDT* (El Ravager, Knuckles the Thief, Teflon Billy, and Thorina) as they explore the Tomb of Vectra, encountering monsters, traps, NPCs, and even new and twisted rules. The object: find the Hand of Vectra or an exit before the other players do! *HACK!* comes complete with four unique character decks and a game master deck. Scheduled to ship in February 2017. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

EDN 3005.....\$119.50

EVIL HAT PRODUCTIONS

**BLADES IN THE DARK
RPG HARDCOVER**

Blades in the Dark is a roleplaying game about a crew of daring scoundrels seeking their fortunes on the haunted streets of an industrial-fantasy city. There are heists, chases, occult mysteries, dangerous bargains, bloody skirmishes, and, above all, riches to be had - if you're bold enough to seize them! You and your fledgling crew must thrive amidst the threats of rival gangs, powerful noble families, vengeful ghosts, the Bluecoats of the city watch, and the siren song of your scoundrel's own vices. Will you rise to power in the criminal underworld? What are you willing to do to get to the top? Scheduled to ship in April 2017.

EHP 0030.....\$29.99



KARTHUN: LANDS OF CONFLICT HARDCOVER

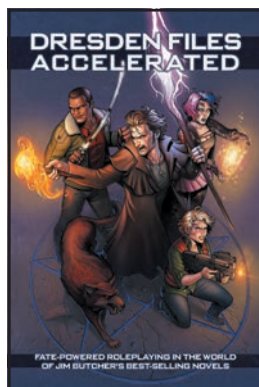
A World on the Brink! Peril surrounds the denizens of Karthun; above their heads, below their feet, and to the sides, wherever they look. Nations squabble. People panic. The Age of Making, where six distant gods forged the world into a prosperous one has been scorched by the World Fire. Where six gods began, five now remain, though they are lost in divine obsessions and rivalries. Karthun sits at the edge of oblivion. Explore the world of Karthun and discover the wonders and horrors that reside there. With blade and magic, carve your name in the history of the realm and forge your own link in the chain. Karthun is a system-neutral setting for your fantasy roleplaying campaign. Scheduled to ship in April 2017.

EHP 0033..... \$39.99

THE DRESDEN FILES ACCELERATED RPG HARDCOVER

It takes years of study to become a wizard, but this grimoire will get you there in an afternoon! Looking to play in the world of Jim Butcher's *The Dresden Files* without lots of prep time? Prepare for wizarding made easy with *The Dresden Files Accelerated*, merging the wizardly awesomeness of the *Dresden Files RPG* with the sleek, story-based, rules-lite *Fate Accelerated* system. Scheduled to ship in June 2017.

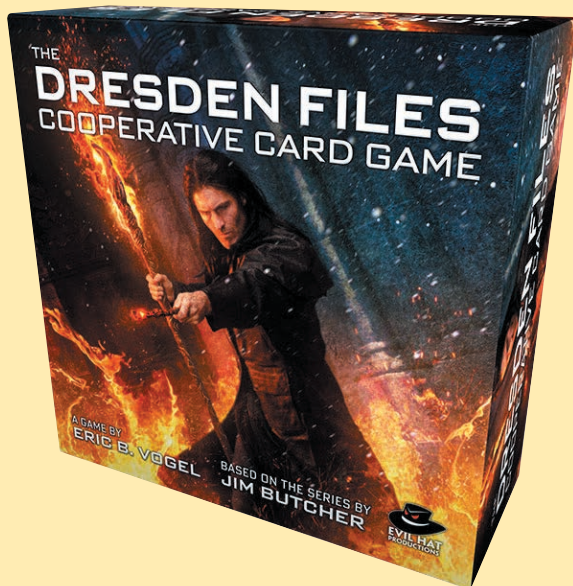
EHP 0032..... \$34.99



OFFERED AGAIN



FEATURED ITEM



O/A THE DRESDEN FILES COOPERATIVE CARD GAME

In *The Dresden Files Cooperative Card Game*, play Harry Dresden and his friends as they take on the cases from the bestselling *Dresden Files* novels in the ultimate what-if scenario - what if Harry was on the scene with allies who weren't there in the books? The core game includes Harry, Murphy, Susan, Michael, and the Alphas and play through the first five novels, as well as *Side Jobs*, a random scenario generator based on the short story collection of the same name. Use your shared pool of action points called Fate points to take actions or generate more Fate points for the group. Solve more cases than there are foes remaining on the board to win! Scheduled to ship in June 2017.

EHP 0022..... \$39.99

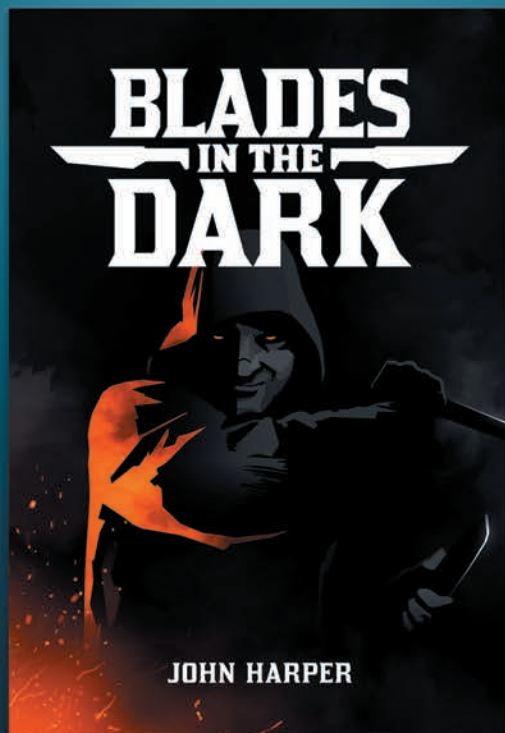
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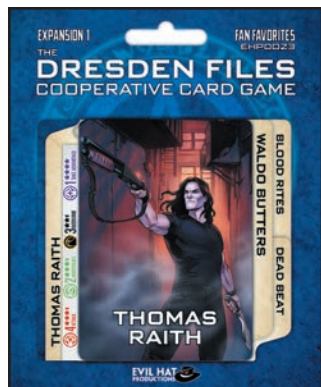
GAMES

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33



O/A THE DRESDEN FILES COOPERATIVE CARD GAME:

EXPANSION 1 - FAN FAVORITES

POLKA WILL NEVER DIE!...and neither will you, with help from the new heroes in this expansion for *The Dresden Files Cooperative Card Game*! Inside you'll find two new character decks (Thomas Raith and Waldo Butters) and two new book decks (Blood Rites and Dead Beat). Scheduled to ship in June 2017.

EHP 0023.....\$9.99



O/A THE DRESDEN FILES COOPERATIVE CARD GAME:

EXPANSION 2 - HELPING HANDS

Need a hand? You're in luck as more of Harry's friends join you in this expansion for *The Dresden Files Cooperative Card Game*! Inside you'll find two new character decks (Sanya and Molly Carpenter) and two new book decks (Proven Guilty and White Night). Scheduled to ship in June 2017.

EHP 0024.....\$9.99



O/A THE DRESDEN FILES COOPERATIVE CARD GAME:

EXPANSION 3 - WARDENS ATTACK

The White Council's grey cloaks, the Wardens, join the fray in this expansion for *The Dresden Files Cooperative Card Game*! Inside you'll find two new character decks (Carlos Ramirez and Anastasia Luccio) and two new book decks (Small Favor and Turn Coat). Scheduled to ship in June 2017.

EHP 0025.....\$9.99

FANTASY FLIGHT GAMES



A GAME OF THRONES LCG: 2ND EDITION - GUARDING THE REALM CHAPTER PACK

Though the violence of the War of the Five Kings has paused, the intrigues and plots behind the scenes have never been stronger - or more dangerous. Return to Westeros with *Guarding the Realm*, the second Chapter Pack in the *Blood and Gold Cycle* for *A Game of Thrones: The Card Game*. As with the other expansions of this cycle, you'll be drawn into the events of *A Storm of Swords*. Gold has always been important, and the ways you earn and spend it will soon become more plentiful than ever before as you contend with the new *Bestow* keyword and new economic options for every faction. And, of course, you'll have the chance to add iconic characters to your deck, including Gilly, a new version of Melisandre, and a bastard son of House Botley, Wex Pyke. Scheduled to ship in May 2017.

FFG GT17\$14.95



ANDROID NETRUNNER LCG: BLOOD AND WATER DATA PACK

War erupts across the Martian surface - whose side are you on? As the corporations grow confident enough about their power over the Red Planet to pursue their wildest agendas, it's time for the Clans to choose their path. The fourth data pack in the *Red Sands Cycle* for *Android: Netrunner*, the sixty new cards (three copies each of twenty different cards) of *Blood and Water* reveal the corporations' plans for Mars and give the Clans, along with their netrunning allies, a chance to stop them! Scheduled to ship in May 2017.

FFG ADN46\$14.95



ARKHAM HORROR LCG: UNDIMENSIONED AND UNSEEN MYTHOS PACK

Things are definitely getting weird in *Undimensioned and Unseen*, the fourth Mythos Pack in *The Dunwich Legacy Cycle* for *Arkham Horror: The Card Game*. By the time your pursuit of two missing professors leads you to the scenario from *Undimensioned and Unseen*, you'll have traveled far from the familiar comforts of Arkham, and you'll have witnessed things you know no one would ever believe. You'll find yourself knee-deep in furtive cultists and their sacrifices, inundated with information about "Ancient Ones" and unholy rituals, and you'll suddenly find yourself forced to destroy terrifying, monstrous creatures that are literally impervious to everything in your arsenal! Scheduled to ship in May 2017.

FFG AHC06.....\$14.95



DRAGON SHIELDS JAPANESE: (60)

Protect your cards in style with *Dragon Shield Japanese Matte Sleeves* now available for Japanese-style cards like *Pokémon* and *Yu-Gi-Oh!* *Dragon Shield Japanese Matte Sleeves* come in a matte finish that allows you to quickly and easily shuffle your deck, and each polypropylene sleeve measures 2.32 x 3.38 inches.

MATTE APPLE GREEN

FFG DSH125\$6.99

MATTE BLACK

FFG DSH122\$6.99

MATTE PINK

FFG DSH124\$6.99

MATTE WHITE

FFG DSH123\$6.99



ELDER SIGN: MUSEUM GAMEMAT

Protect your cards and dice from the horrors of *Elder Sign* - as well as the imperfections of your tabletop - with the *Museum Gamemat*! Featuring a map of the Miskatonic Museum and its occult exhibits, this 26"x 26" Gamemat is printed on no-slip rubber. Scheduled to ship in February 2017.

FFG FFS78PI



THE LORD OF THE RINGS LCG: THE CROSSINGS OF POROS ADVENTURE PACK

As several of Middle-earth's greatest heroes draw near the end of their long trek through the hostile lands of Harad, their progress is slowed by the women, children, and the elderly who have joined them. Meanwhile, the Dark Lord's forces are hunting! The climactic final Adventure Pack in the *Haradrim Cycle* for *The Lord of the Rings: The Card Game*, *The Crossings of Poros* comes with a thrilling scenario, a new Ent hero, and three copies each of nine new player cards. Scheduled to ship in May 2017.

FFG MEC61.....\$14.95



RUNEWARS: THE MINIATURES GAME - DAQAN INFANTRY COMMAND UNIT UPGRADE EXPANSION PACK

With polished armor glinting in the sunlight, the armies of the twelve baronies and the Free Cities are a stirring sight. The *Daqan Infantry Command Unit Upgrade Expansion* for the *Runewars Miniatures Game* introduces four brand-new figures to the armies of the Daqan Lords - a Banner Guard, a Wizard, a Champion, and a Cornicen - as well as eighteen new upgrade cards which include ways to bring these figures into your armies. Scheduled to ship in May 2017.

FFG RWM05.....\$24.95



RUNEWARS: THE MINIATURES GAME - OATHSWORN CAVALRY UNIT EXPANSION PACK

Few sounds strike more fear into an enemy of Terrinoth than the thundering hooves of a column of armored destriers. These fearsome knights are sworn to fight for the Daqan Lords and protect the realm. With the Oathsworn Cavalry Unit Expansion for the Runewars Miniatures Game, you gain four new Oathsworn Cavalry figures, while five new upgrade cards offer additional ways to customize your army. Scheduled to ship in May 2017.

FFG RWM03\$24.95



RUNEWARS: THE MINIATURES GAME - REANIMATE ARCHERS UNIT EXPANSION PACK

The hiss of Reanimates' blighted arrows raining down from the skies sends even veteran soldiers scrambling for cover. Join the fight for Waiqar the Undying with the Reanimate Archers Unit Expansion for the Runewars Miniatures Game, featuring eight new Reanimate Archer figures plus five new upgrade cards that offer additional ways to customize your army. Scheduled to ship in May 2017.

FFG RWM08\$24.95



RUNEWARS: THE MINIATURES GAME - WAIQAR INFANTRY COMMAND UNIT UPGRADE EXPANSION PACK

The undead are terrifying foes, known for their tireless strength and single-minded purpose. Enhance your armies with the Waiqar Infantry Command Unit Upgrade Expansion for the Runewars Miniatures Game, introducing four new figures to add to add to your infantry unit - a Standard-Bearer, a Champion, a Drummer, and a Necromancer - as well as eighteen new upgrade cards to increase your army's power. Scheduled to ship in May 2017.

FFG RWM10\$24.95



STAR WARS IMPERIAL ASSAULT: SKIRMISH MAP - ANCHORHEAD CANTINA

Featuring evocative art of Greedo and Obi-Wan Kenobi, the Anchorhead Cantina Skirmish Map enters the tournament rotation for Imperial Assault with this 26" x 26", neoprene playmat revealing the tangled hallways and common rooms of the cantina. Also included are additional copies of the Anchorhead Cantina Skirmish cards. Scheduled to ship in March 2017.

FFG SWI45PI



STAR WARS LCG: ALLIES OF NECESSITY FORCE PACK

Bring iconic characters together with *Allies of Necessity*, the first Force Pack in the *Alliances Cycle* for *Star Wars: The Card Game*. While multi-affiliation decks have always been a possibility, *Allies of Necessity* offers more tools, starting with new affiliation cards which offer new deckbuilding requirements and special abilities. What's more, you'll discover iconic characters like Doctor Aphra, Director Krennic, Captain Cassian Andor, and Jyn Erso. With eight new objective sets and twelve brand-new affiliation cards, *Allies of Necessity* promises to change your games like never before! Scheduled to ship in May 2017.

FFG SWC37\$14.95



STAR WARS RPG: FORCE AND DESTINY SPECIALIZATION DECKS

Proceed further along your chosen path with four new, Seeker-focused *Specialization and Signature Abilities Decks* for *Star Wars: Force and Destiny*. Scheduled to ship in March 2017.

EXECUTIONER FFG USWF43PI

HERMIT FFG USWF44PI

NAVIGATOR FFG USWF42PI

SEEKER SIGNATURE ABILITIES

FFG USWF45PI

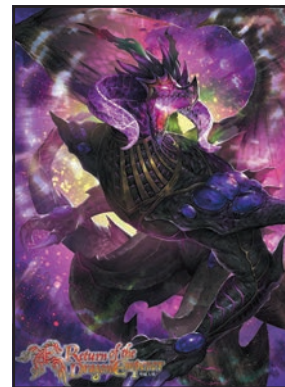
FORCE OF WILL



FORCE OF WILL: LAPIS CLUSTER - ECHOES OF THE NEW WORLD BOOSTER PACK DISPLAY (36)

NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

YCW 523393-DPI



FORCE OF WILL: LAPIS CLUSTER - RETURN OF THE DRAGON EMPEROR BOOSTER PACK DISPLAY(36)

NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

YCW 523249-DPI

FRED DISTRIBUTION

ISARIBI

In *Isaribi*, you are a humble fisherman in medieval Japan, where the bustling cities of the island have a constant hunger for all manner of seafood. The sea is bountiful and you know well-stocked waters that are brimming with clams, prawn, mackerel, and sea bream. However, the fierce competition in these waters will require you to apply your skill and ingenuity to out-fish the others! With other fishermen now casting their nets and hauling in a tidy profit at the market, the fish market is now quite selective in what they want to purchase and for how much. Therefore, you must save money for better quality sails and nets to beat the competition. And perhaps you should consider a bribe to a collaborator to gain insight into what the market is looking for next? Scheduled to ship in March 2017.

FRD 102101\$39.99



ISLAND HOPPER

In *Island Hopper*, a game of dexterity, deliveries, and negotiation, you and your friends all make a living by selling goods amongst a chain of beautiful tropical islands. Sounds great, right? Well, there's a problem. None of you are successful enough to buy your own seaplane, so you all pitched in and bought one together, which means that each day you all have to use the same plane to make all of the day's deliveries - and some of you aren't going to get paid! To make matters worse, the plane is in such disrepair that the instrumentation is broken, the compass demagnetized, and the windshield is covered in cracks, duct tape, and the remains of a few unfortunate seagulls, so the pilot might as well be flying blind... Scheduled to ship in March 2017.

FRD 102097\$49.99



LISBOA

On November 1, 1755, the Portuguese capital city of Lisboa suffered an earthquake of incredible magnitude, followed by a devastating tsunami and three days of raging fires. The city was almost totally destroyed. Sebastiao Jose de Carvalho e Melo, The Marquis of Pombal and minister of foreign affairs at the time, was placed in charge of the reconstruction of Lisboa, of which he gathered a team of engineers and architects to aid him in this monumental task. Earn wigs and influence in the reconstruction and business development of the new city in Lisboa! Scheduled to ship in March 2017.

FRD 102108\$99.99

**RAILWAYS OF THE WORLD:
RAILWAYS OF NIPPON**

A new standalone version in the award-winning *Railways of the World* series created by Glenn Drover and Martin Wallace, Hisashi Hayashi's *Railways of Nippon* is playable as a four-player base game, as well as a map-and-cards-only expansion for *Railways of the World*. The game board for *Railways of Nippon* is a map of Japan at the beginning of the railroad era in the late-19th century, complete with new Baron and Operations Cards. Scheduled to ship in March 2017. FRD 102119.....\$59.99

GAMES & GEARS**GAMES & GEARS:
ADVANCE SYNTHETIC**

Scheduled to ship in February 2017.

**HAIR CORE MK3 BRUSHES**

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DETAIL GNG 00102.....\$5.00
INK GNG 00104.....\$5.75
WASH GNG 00101.....\$6.50

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GAW 200-18.....\$12.50

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GAW 64-97.....\$130.00

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**GATHERING STORM -
TRIUMVIRATE OF YNNEAD**

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GAW 96-28.....\$60.00

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VANGUARD-PALLADORS**

GAW 96-29.....\$60.00

**STORMCAST ETERNALS
WARSCROLL CARDS**

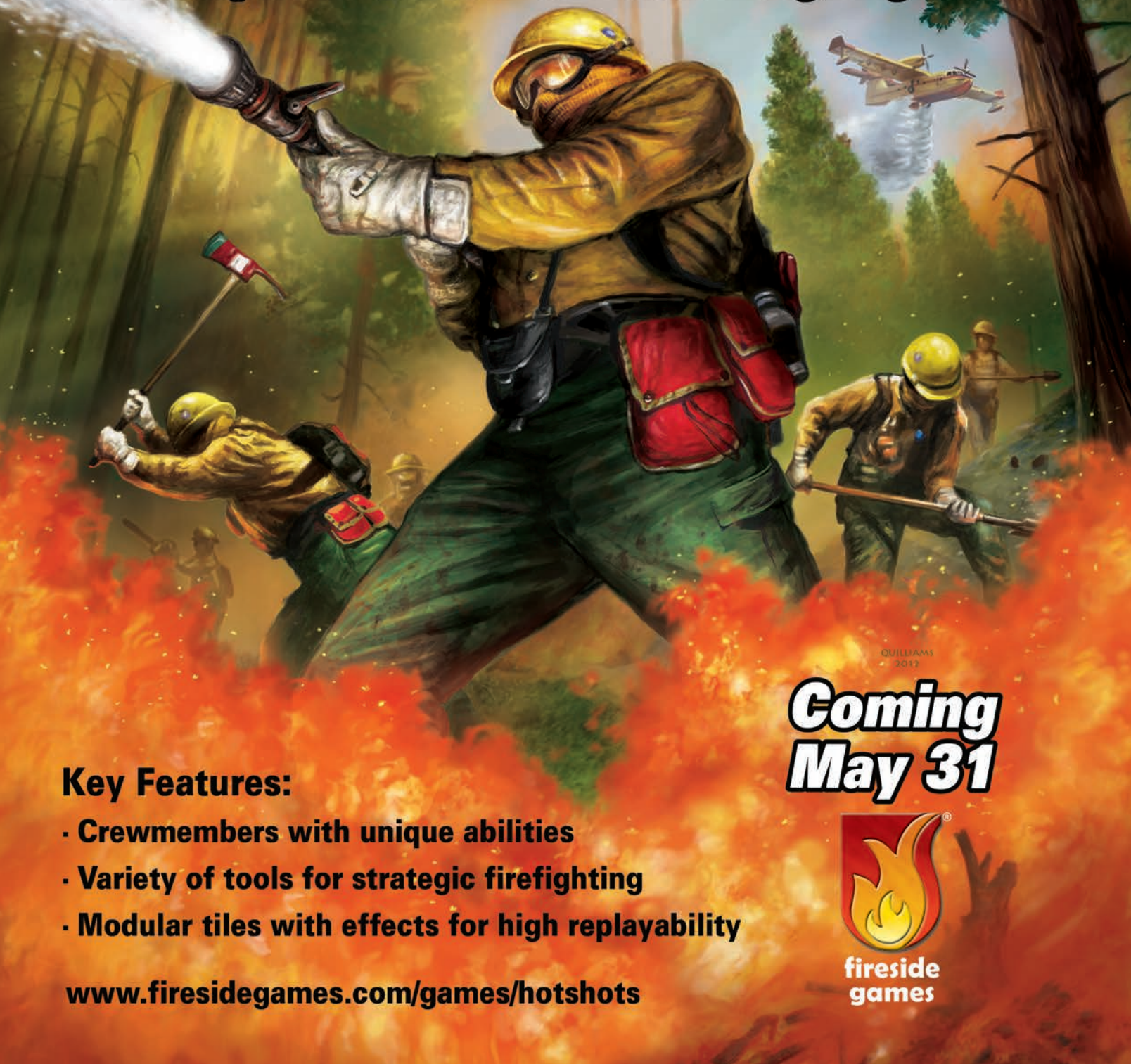
GAW 96-05-60.....\$25.00

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GAW 97-45-NEW\$35.00

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GAW 97-13-NEW\$25.00

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GAW 97-26\$115.00

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GAW 97-12-NEW\$35.00

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**TZEENTCH HERALD OF TZEENTCH
ON BURNING CHARIOT**

GAW 97-20-NEW\$40.00

**TZEENTCH START COLLECTING!
DAEMONS OF TZEENTCH**

GAW 70-84\$85.00

**WARHAMMER QUEST - SHADOWS
OVER HAMMERHAL BOXED GAME
(STAND ALONE)**

Warhammer Quest: Shadows Over Hammerhal is a stand-alone boxed game set in the dark labyrinths beneath one of Sigmar's new Free Cities - Hammerhal. Up to four players can quest in the catacombs and dungeons below the city, while another acts as gamemaster, erecting fiendish obstacles, controlling the antagonists, and setting the story.

GAW WQ-03-60\$150.00

**WHITE DWARF FEBRUARY 2017**

GAW WD02-60\$9.00

GIGAMIC

**YOGI**

It's KNOT what you think! *Yogi* is a party game that will have you and your friends twisting and turning (and laughing, of course!). Each turn you draw a card with a simple instruction, such as putting the card on top of your head or putting your finger on your nose. If a player can't comply with all of them, they're out of the game. Scheduled to ship in June 2017.

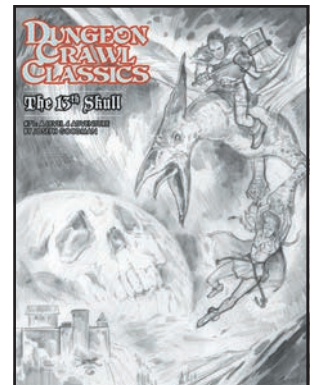
PSI GMYO\$11.99

GOODMAN GAMES

**DUNGEON CRAWL CLASSICS:
#71 THE 13TH SKULL -
SKETCH COVER EDITION**

Thirteen generations ago, the ambitious first Duke of Magnussen made a fell pact with an unknown power, for but one thing in return: the thirteenth daughter born to a Magnussen duke. Now, generations hence, the daughter of Duke Magnussen XIII is stolen away by a hooded executioner riding a leathery beast to the Magnussen family crypts, where the devilish secrets of thirteen generations have been buried and forgotten - until now! This module also includes the short Level 2 adventure, *The Balance Blade*. *The 13th Skull* is a Level 4 *Dungeon Crawl*.

IMP GMG5072K\$14.99



HACHETTE BOOK GROUP

**DUNGEONS & DRAGONS: RISE OF THE
DUNGEON MASTER - GARY GYGAX AND
THE CREATION OF D&D**

Rise of the Dungeon Master tells, in graphic form, the story of Gary Gygax, co-creator of *Dungeons & Dragons*, one of the most influential games ever made. Like the game itself, the narrative casts the reader into the adventure from a first person point of view, taking on the roles of the different characters in the story. Gygax, an imaginative misfit, escaped into a virtual world based on science fiction novels, military history, and strategic games like chess. In the mid-1970s, he co-created the wildly popular *Dungeons & Dragons* game, determining the rules and inventing the signature 20-sided dice. With *D&D*, Gygax created the kind of roleplaying fantasy that would fuel the multi-billion dollar video game industry, and become a foundation of contemporary geek culture. Scheduled to ship in May 2017.

DIA STL040577PI

IDW GAMES

**PURRRLOCK HOLMES:
FURRIARTY'S TRAIL**

Furriarty is terrorizing London and it's up to Purrrlock Holmes to stop him before he completes his plans and escapes! However, Purrrlock can't do it alone and it's up to you, as a newly inducted Inspector at Scotland Pound, to bust members of Furriarty's gang in order to help Purrrlock get closer to the bewhiskered baddie that's bullying all of Baker Street. Get ready Inspector, the case is officially afoot (or a-paw, if you will)!

IDW 01256\$24.99



ARENA: FOR THE GODS

Welcome to the Arena of the all-powerful, where only the greatest mythological heroes fight to please the Gods! With *Arena: For The Gods*, dive into a universe in which heroes from six different myths fight together for the entertainment of their Gods. Handpicked by a divine hand for a battle to the death, players assume the role of a powerful fighter. Use your life points to bid for the best weapons and roll the dice wisely to activate the most powerful attacks. Scheduled to ship in June 2017.

IEL 51388.....\$39.99



OFFERED AGAIN

SPOTLIGHT ON**O/A KING OF TOKYO**

In *King Of Tokyo*, players portray mutant monsters, gigantic robots, and other monstrous creatures, all of whom are happily whacking each other in a joyous atmosphere in order to become the one and only King Of Tokyo. Win destruction points, hoard energy, or whack other players into understanding Tokyo is your territory!

IEL 51032.....\$39.99

SPOTLIGHT ON**O/A SEA OF CLOUDS**

Soar above the clouds to become an infamous air pirate in *Sea of Clouds*! Face other pirates aboard your flying ship and show them who's boss! To do this, board enemy ships, plunder treasure, collect relics, and unearth the best rum!

IEL 51293.....\$29.99

**JAPANESE GAMES****KEMOMIMI PANIC**

In *Kemomimi Panic*, players are citizens threatened by the elusive thief Crescent Moon. Through dialogue, bluffing, deduction, and utilizing special abilities, you must uncover the culprit among you. Will Crescent Moon manage to steal everyone's treasures before she is unmasked? Scheduled to ship in May 2017.

GGD JPG475.....PI

**TERRIFYING GIRL DISORDER**

Based on the novel *Dogura Magura* by Kyusaku Yumeno, players in *The Terrifying Girl Disorder* portray girls plagued with amnesia who must build their memory to discover who they are and find their way out of the fugue. Scheduled to ship in May 2017.

GGD JPG460.....PI

**KING CHOCOLATE**

A GAME BY
STEFAN ALEXANDER

Turn beans into chocolate and chocolate into gold! You can't control the entire production chain so you must work with your competition and come out on top in this abstract puzzler! Do you have what it takes to become King Chocolate?

New lower price!
\$40 MSRP



2-5



30-60



10+



Learn to Play!



Mayfair Games



mayfairgames.com

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JASCO



NEVERLAND'S LEGACY

Having a legacy doesn't mean having to grow up! Travel to Neverland with Peter Pan and his allies in the third epic installment in the *Legacy* series! In this strategic, dice-rolling skirmish game, you help either Peter Pan and his allies or Captain Hook and his crew to assault their rivals on Hook's pirate ship or in the lost boys' camp. Scheduled to ship in April 2017.

IMP JASNLL01 \$49.99



SHERWOOD'S LEGACY

Get ready to nock, aim, and loose your arrow for victory in *Sherwood's Legacy*, a spiritual successor to *Albion's Legacy*! Take up arms with Robyn and the best of the Merry men (and women), steal from the rich and give to the poor, and show the Sheriff he can't push us around anymore! Scheduled to ship in April 2017.

IMP JASSWL01 \$49.99

KENZER & COMPANY

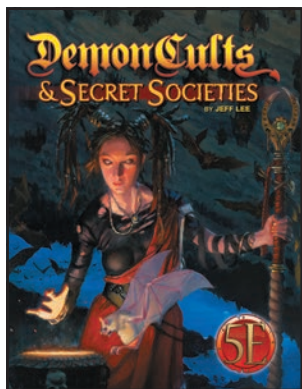


KNIGHTS OF THE DINNER TABLE

This multiple award-winning comic magazine features the hilarious ongoing misadventures of a group of gamers (the Knights) and their gaming cohort. It also includes regular columns and special features providing useful role-playing resources, game reviews and aids on incorporating pop culture into your gaming resources. It's a slice of (fantasy) life reflected in strips, articles, reviews and features, and a positive celebration of gaming culture!

#240 KEN 240 \$5.99
 #241 KEN 241 \$5.99
 #242 KEN 242 \$5.99
 #243 KEN 243 \$5.99
 #244 KEN 244 \$5.99
 #245 KEN 245 \$5.99

KOBOLD PRESS



DEMON CULTS & SECRET SOCIETIES

The Villains Have Arrived! *Demon Cults & Secret Societies* brings 13 nefarious organizations to your tabletop game, each with its own sinister agenda. Their plots range from the conquest of nations to daring heists of the greatest of treasures, from redefining the nature of truth to extinguishing the sun itself! Scheduled to ship in May 2017.

FIFTH EDITION

PZO KOBDCSS5E \$39.99

PATHFINDER RPG

PZO KOBDCSSPF \$34.99



KOBOLD GUIDE TO GAMEMASTERING

The *Kobold Guide to Gamemastering* tackles gameplay head-on, with advice from industry veterans to talented newcomers on how to make a tabletop RPG session snap, crackle, and shine! Contributors include Frank Mentzer, Keith Baker, Zeb Cook, James Jacobs, Monica Valentinelli, and Shanna Germain. Scheduled to ship in May 2017.

PZO KOBKGM \$19.99

KONAMI DIGITAL ENTERTAINMENT



YU-GI-OH! TCG: DUELIST PACK - DIMENSIONAL GUARDIANS DISPLAY (36)

Join the heroes of *Yu-Gi-Oh! ARC-V* on their journey through the Synchro, Xyz, and Fusion Dimensions with *Duelist Pack: Dimensional Guardians*! *Duelist Pack: Dimensional Guardians* is full of cards made famous by Jack, Kite, and Alexis in their original incarnations from *Yu-Gi-Oh! 5D's*, *Yu-Gi-Oh! ZEXAL*, and *Yu-Gi-Oh! GX*, but also includes new cards they use in *Yu-Gi-Oh! ARC-V*. There's also brand-new cards for popular *ARC-V* strategies like Performapals, Speedroids, Frightfurs, and Raidrapors! This 45-card expansion for the *Yu-Gi-Oh! Trading Card Game* is introduced in 5-card boosters packed in 36-count displays. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 83255-D \$71.64



YU-GI-OH! TCG: MACHINE REACTOR AND DINOMASHER'S FURY STRUCTURE DECK DISPLAY (8)

Technology vs. Tyranny! Take part in the ultimate battle between man-made monstrosities and the greatest predators nature has ever produced with the *Machine Reactor Structure Deck* and *Dinomasher's Fury Structure Deck* for the *Yu-Gi-Oh! Trading Card Game*! The *Machine Reactor Structure Deck* uses the popular "Gadget" series of monsters, most recently seen in *Movie Pack Gold Edition*, to power up gargantuan "Ancient Gear" monsters. For those who prefer natural history over mankind's machinations, the *Dinomasher's Fury Structure Deck* provides the ultimate prehistoric Dueling experience! It's survival of the fittest, and only the strongest cards in your Deck will make it! Offered in 8-count displays, each Structure Deck comes with a 40-card Main Deck and one Token Card. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 83276-D \$79.92

SPOTLIGHT ON



YU-GI-OH! TCG: MAXIMUM CRISIS BOOSTER DISPLAY (24)

The walls between dimensions are collapsing and the supreme king of destruction will rise in *Maximum Crisis*! *Pendulum Summoning* undergoes its final evolution with a pair of *Pendulum Monsters* with Scales of 0 and 13, plus a new *Fusion Summoning Spell Card* lets you keep your *Fusion Monster* while giving back the monsters you just fused together! *Maximum Crisis* features cards that boost Decks and themes from *Fusion Enforcers*, *Raging Tempest*, the *Pendulum Domination Structure Deck*, *Invasion: Vengeance*, *The Dark Illusion*, *Shining Victories*, *Wing Raiders*, the *Master of Pendulum Structure Deck*, and *High-Speed Riders*.

This 100-card expansion for the *Yu-Gi-Oh! Trading Card Game* is offered in 9-count boosters packed in 24-count displays. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 83209-D \$95.76



YU-GI-OH! TCG: MAXIMUM CRISIS SPECIAL EDITION BOX DISPLAY (10)

Each *Maximum Crisis Special Edition* for the *Yu-Gi-Oh! Trading Card Game* contains three *Maximum Crisis Booster Packs*, 1 of 2 foil preview cards of non-foil cards from the Summer 2017 booster set, and 1 of 2 variant foil cards. 10-decks per display. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 83238-D \$99.90

KOPLow GAMES



LEATHER DICE POUCH

Designed with a round bottom for extra storage capacity, this extra-large dice pouch is crafted from sturdy leather. Scheduled to ship in February 2017.

KOP 19043\$5.50



MINI POLYHEDRAL: MINI POLY SETS (7)

Scheduled to ship in February 2017.

BLACK W/ GREEN

KOP 18984\$4.50

BLACK W/ RED

KOP 18983\$4.50

BLACK W/ WHITE

KOP 18982\$4.50



THAT'S MEAN

That's mean, but not the way you think! In this math-inspired dice game, your goal is to get a roll that's as far away from the mean or average as you can! Scheduled to ship in February 2017.

DICE GAME

KOP 19125\$3.00

DICE GAME DISPLAY (36)

KOP 19127\$108.00

KYODAI GAMES



THUNDERSCAPE: THE WORLD OF ADEN - IRON GUARD FIELD GUIDE: A GUIDE TO GOLEMoids AND THUNDER SCOUTS

Push the Limits of Flesh and Explore in Style! Since the Darkfall, the wilderness of Aden has become a deadly place, where only the hardest and most cunning warriors dare to tread. Golemoids, men and women who have replaced portions of their bodies with mechemagical weaponry by choice or necessity, are among the hardest of Aden's people, and the intrepid Thunder Scouts, riding their wondrous vehicles through the wilderness, are certainly among its most cunning. Wherever the nocturnals threaten civilization, the ranks of the Golemoids and Thunder Scouts are there to help turn the tide. The Iron Guard Field Guide is the first in a series of Pathfinder-compatible sourcebooks that offer extensive support for the new base classes introduced in Thunderscape: the World of Aden. Scheduled to ship in May 2017.

S2P KYG030002\$24.99

LEGION SUPPLIES



BOARD GAME SLEEVES (50)

Scheduled to ship in February 2017.

MINI-AMERICAN LGN BGSMAT1PI

MINI-EUROPEAN LGN BGSMET2PI

SQUARE LGN BGSSQ6PI

STANDARD AMERICAN LGN BGSSA3PI

STANDARD CARD LGN BGSCG5PI

STANDARD EUROPEAN LGN BGSE4PI

TAROT LGN BGSTA7PI



HERO REALMS

MATTE SLEEVES (60)

Scheduled to ship in January 2017.

LGN HER901PI

LEVEL 99 GAMES



MILLENNIUM BLADES: CROSSOVER

This Crossover pack introduces nine new sets of promotional cards for use with Millennium Blades. Scheduled to ship in April 2017.

IMP L99MBP01\$12.00



MILLENNIUM BLADES: FUTURES

The Futures expansion includes nine new Promotional Card sets (54 cards) for use with Millennium Blades, featuring characters from up-coming Level 99 Games projects like Seventh Cross, Esper X, Trials of Indines, and Duelist Library. Scheduled to ship in April 2017.

IMP L99MBP05\$12.00



MILLENNIUM BLADES: FINAL BOSSES

This Millennium Blades expansion pack consists of four new Master-level card sets, each themed around one of the bosses in the Cooperative mode of the Set Rotation expansion. Scheduled to ship in April 2017.

IMP L99MBP04\$12.00



MILLENNIUM BLADES: SET ROTATION

Designed with advanced gamers in mind, the Set Rotation includes 12 new card sets, giving players additional depth and strategy for experiencing Millennium Blades. Scheduled to ship in April 2017.

IMP L99MB002\$12.00

LOONEY LABS



STONER LOONACY DECK

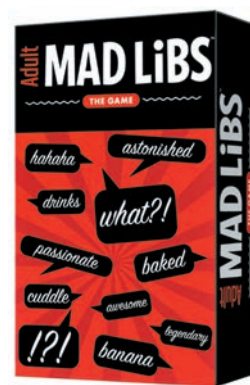
This version of Loonacy, the fast-paced matching game, uses imagery from Stoner Fluxx. Players race to be the first person to empty their hand of seven cards by matching them to the cards on the table.

LOO 422\$14.00

ADULT MAD LIBS: THE GAME

It's the wordplay you love about Mad Libs, but with a whole new dynamic and lots more innuendo! Play Word Cards from your hand to complete the Sentence Card in the most appropriately inappropriate way possible. Funniest sentence wins the round and the first player to win three rounds wins the game!

LOO 423\$20.00



MANTIC ENTERTAINMENT

THE WALKING DEAD:

ALL OUT WAR

Scheduled to ship in June 2017.



GLENN BOOSTER

MGE MGWD114.....\$19.99

SPOTLIGHT ON!



MILES BEHIND US EXPANSION

A narrative expansion for *The Walking Dead: All Out War Miniatures Game*, *Miles Behind Us* contains a series of scenarios to recreate the Atlanta group's fortunes after meeting the Greene family. The set includes new characters, rules, equipment, supplies, events, and scenery to expand your campaigns.

MGE MGWD009.....\$39.99



NEGAN BOOSTER

MGE MGWD110.....\$19.99



TYRESE BOOSTER

MGE MGWD109.....\$19.99

MERCURY GAMES



SHOP 'N TIME

How about some nice aftershave from 1949? Or maybe you're looking for a fancy fly swatter for 2014? You just found a magical store that has all these products - and more! All it takes is a good eye and a fast hand and these bargains can be yours! Get a Target Price! Grab a Coupon! Choose from over 100 different product and go on a Shopping Spree in *Shop 'N Time*, a realtime, app-assisted card game of clever purchases. Scheduled to ship in June 2017.

PSI MCY1701.....\$25.00

MODIPHIUS

ACHTUNG! CTHULHU

MINIATURES

Scheduled to ship in April 2017.



ALLIED INVESTIGATORS PACT

IMP MUH00100.....\$14.99



BLACK SUN TROOPERS

IMP MUH00116.....\$14.99



DEEP ONE REEF BREAKER

IMP MUH00119.....\$6.49



NAZI VILLAINS

IMP MUH00102.....\$14.99



ACHTUNG! CTHULHU SKIRMISH: RISE OF THE BLACK SUN

A new power awakens in the Forest of Fear. It is December 1944 and the Reich is on the verge of collapse. As the Allies rumble to a halt on the very borders of Germany and settle into winter quarters in the quiet Ardennes sector, Hitler plans one last, bold counterstroke to crush and humiliate his enemies. In an ancient subterranean city, beneath the dreaded Forest of Fear, a new generation of wonder weapons has been developed by his trusted Cult of the Black Sun - and now the Fuhrer intends to use them to hurl the Allies back into the sea! As an assault of forbidden technology and supernatural horror is about to be unleashed on the unsuspecting Allies, will you fight or succumb to the inexorable rise of the Black Sun? *Rise of the Black Sun* is the first campaign book for *Achtung! Cthulhu Skirmish*. Scheduled to ship in April 2017.

IMP MUH050480.....\$14.99

CORIOLIS

Scheduled to ship in April 2017.



CORIOLIS: THE THIRD HORIZON

A new era is dawning in The Third Horizon. The signs are there, the Icons are whispering it. A new beginning - or a downfall. It's time for you and your crew to make your own fate in the dark between the stars in *Coriolis: The Third Horizon*! *Coriolis* is a science fiction role playing game set in a remote cluster of star systems called The Third Horizon. It is a place ravaged by conflict and war, but also home to proud civilizations, both new and ancient. Here, the so called First Come colonists of old worship the Icons, while the newly arrived Zenithians pursue an aggressive imperialistic agenda through trade and military power. Crew a space ship and travel the Horizon. Explore the ancient ruins of the Portal Builders, undertake missions for powerful factions, and partake in the political intrigues on Coriolis station. From the Monolith in the jungles of Kua to the floating temples of Mira, the Horizon is yours to explore!

IMP MUH050555.....\$49.99



ATLAS COMPENDIUM

The Icons' promised land, the vast cluster of star systems called the Third Horizon, is full of unsolved mysteries, ancient ruins, and deadly secrets. The mighty wonders left behind by the Portal Builders and the true nature of the mysterious Emissaries have only been myth to the common people of the Third Horizon - until now.

IMP MUH050559.....\$19.99



GM SCREEN

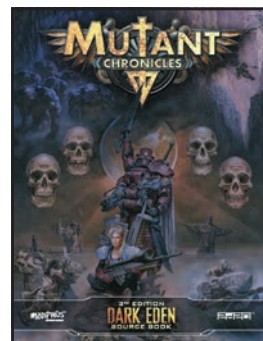
IMP MUH050561.....\$24.99



ICON CARD DECK

This *Icon Card Deck* lets you summon the mysterious Icons directly in your game of *Coriolis: The Third Horizon*. With this deck you can foretell the future, create scenario seeds, determine combat initiative, emulate dice rolls, manage your ship crew positions, and more.

IMP MUH050556.....\$14.99



MUTANT CHRONICLES RPG: DARK EDEN SOURCE BOOK

The Megacorporations created their own version of hell for the remnants of humanity left behind during the Exodus. Clouds of toxins seethed through the atmosphere, nuclear fires seared the earth, and the very ground shook in torment and anger. Earth was abandoned by the best and brightest of the Megacorporations during their race across the Solar System. Humanity's cradle had been abandoned and forgotten - or so the Megacorporations believed. But, below the toxic clouds and amongst the ruins of civilization, life somehow prevailed in the face of the mutagens, toxins, and terraforming agents that surged across the planet's surface. Changed. Mutated. Born of a fiery genesis. Old Earth had become Dark Eden. This sourcebook serves as the perfect supplement to the Dark Eden Campaign for *Mutant Chronicles*. Scheduled to ship in April 2017.

IMP MUH050016.....\$49.99



SYMBAROUM: ADVANCED PLAYER'S GUIDE

Brimming with new races, occupations, abilities, powers, and rituals, the *Advanced Player's Guide* expands on every aspect of the Player's Guide section in the *Symbaroum Core Rulebook* and is a must-have for anyone who wishes to walk further into the shadowy halls of Davokar! Scheduled to ship in May 2017.
IMP MUH051001\$34.99



SYMBAROUM: GAME MASTER'S SCREEN

Scheduled to ship in April 2017.
IMP MUH050635\$29.99

MONTE COOK GAMES



CYPHER SYSTEM RPG: PREDATION HARDCOVER

Welcome to the Cretaceous Period! It's 66-million years before the first humans will climb down from the trees. Going back seemed like a good idea...that is, until those SATI guys messed it all up! We've got gear. We've got guns. We've even bioengineered a few dinos to our liking. And that's good, because we'll need it all to survive. History says there's an asteroid headed our way, and there's no one left alive who knows how to get back to the future! Scheduled to ship in June 2017.
PSI MCG104\$44.99

PAIZO PUBLISHING



PATHFINDER RPG: ADVENTURE PATH - IRONFANG INVASION PART 5 - PRISONERS OF THE BLIGHT

With the secrets of the Stone Road and its focus, the Onyx Citadel, finally revealed, the adventurers only need an army of their own to push back against the Ironfang Legion. But, with Nirmathas's ragtag forces occupied with Malthune and the Legion tearing at the nation's underbelly, the heroes require unconventional allies to build that army. Legends tell of an ancient fey nation that once controlled the Fangwood Forest, and now lies imprisoned by the corrupted dryad Arlantia and her otherworldly Darkblight. Can the heroes survive this twisted, fey wonderland and defeat its mistress, or will they succumb to the same sentient plants, terrifying dragon, and legendary beasts that have claimed so many before them? Continuing *The Ironfang Invasion Adventure Path*, *Prisoners of the Blight* is a *Pathfinder Roleplaying Game* adventure for 14th-level characters. Scheduled to ship in June 2017.
PZO 90119\$24.99



PATHFINDER RPG: CAMPAIGN SETTING - AQUATIC ADVENTURES

Dive Into *Aquatic Adventures*! Discover what lurks in the briny depths of Golarion's oceans and seas with this supplement for the *Pathfinder Roleplaying Game*, including information about merfolk nations and the dangerous sahuagin and other aquatic terrors that wage war with them. Find lost treasures, explore strange underwater cities, and uncover a wealth of rules options for underwater combat and ways for terrestrial adventurers to adapt to an underwater environment, including new archetypes, feats, and magic items. Scheduled to ship in June 2017.
PZO 92102\$22.99

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PATHFINDER RPG: FLIP-MAT - BIGGER CAVERNS

Whether you're tracking a dragon into its lair or trying to escape from the underground prisons of an ancient evil, *Pathfinder Flip-Mat: Bigger Caverns* showcases a massive underground cave complex. Measuring approximately 27" x 39", *Flip-Mat: Bigger Caverns* features a coated surface designed to handle any dry erase, wet erase, or even permanent marker. Scheduled to ship in June 2017.

PZO 30083\$19.99



PATHFINDER RPG: PLAYER COMPANION - ADVENTURER'S ARMORY 2

Bravery and cunning don't mean a thing if you don't have the right equipment! Stock up with the perfect gear for any adventure with *Pathfinder Player Companion: Adventurer's Armory 2*, packed with a veritable arsenal of new weapons, armor, adventuring gear, tool kits, alchemical wares, and exotic equipment. Plus, a variety of new rules for improvised tools, construct assistants, and modifying weapons and armor let you use your equipment like never before. Scheduled to ship in June 2017.

PZO 9481\$14.99



PATHFINDER RPG: MAP PACK - RUINED VILLAGE

What could have turned this once picturesque hamlet into a shattered, abandoned ruin? *Pathfinder Map Pack: Ruined Village* contains 18 full-color, 5 x 8-inch map tiles, stunningly crafted by cartographer Jason A. Engle, that combine to create crumbling cottages, shattered docks, and an overgrown cemetery. Wet, dry, and permanent markers erase from the tiles! Scheduled to ship in June 2017.

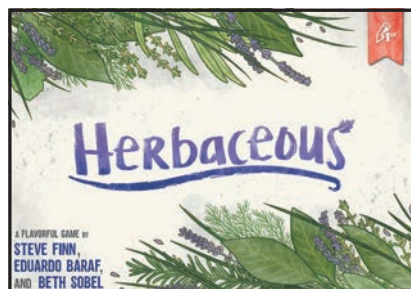
PZO 4068\$14.99

PASSPORT GAME STUDIOS

PROFESSOR EVIL AND THE CITADEL OF TIME

PGS FNFCOTUS01\$40.00

PENCIL FIRST GAMES



HERBACEOUS

Everyone has a green thumb when playing *Herbaceous*! Simple to teach, easy to learn, and packed with flavor, players in this beautiful and elegant game compete to grow and store the most valuable medley of herbs.

IMP PFX500\$24.99

HEROES AND TRICKS

No matter race, creed, gender, or empire - each child of Gamedor is born with an affinity to one of The Four Suits: Card, Meeple, Die, or Token. In love and war these suits are absolutely meaningless, but in the game, well, they mean everything! A true Lord of Gamedor uses their cards - and any means necessary - to gain the favor of Heroes of the land. Can you best the other Lords of Gamedor and build the biggest party of Heroes?

IMP PFX400\$19.99



PETERSEN GAMES



PATHFINDER: CTHULHU MYTHOS

Sandy Petersen is the undisputed authority on the Cthulhu Mythos in games as the author of the groundbreaking game *Call of Cthulhu*, the first game ever to bring H.P. Lovecraft's work to the gaming world. He now proudly presents the definitive and ultimate guide to bringing Lovecraft to the high fantasy, sword and sorcery worlds played using the *Pathfinder* rule system. Here, your band of heroes can now fight (and maybe even defeat) monstrous horrors and bizarre, inhumanly advanced races in adventures featuring these unique entities, their magics, and the alien technologies accurately portrayed from Lovecraftian works! This core rulebook features a bestiary with over 100 creatures, monstrosities, and Mythos Entities authoritatively revised and updated for use with *Pathfinder*, plus Plot Hooks and Campaign starters, information on Mythos Alien and Bizarre Technology, new expansive Insanity Rules, and details on Cults of Cthulhu and the *Necronomicon* and other blasphemous Tomes, as well as new Rituals, Spells, Archetypes, and Class Options. Scheduled to ship in April 2017.

PTG RPG-PF\$44.95

PINNACLE ENTERTAINMENT GROUP

DOOMTOWN: DECK TIN

This full-color metal tin is designed to store and secure your *Doomtown* deck. Scheduled to ship in February 2017.

S2P DTTIN\$10.00

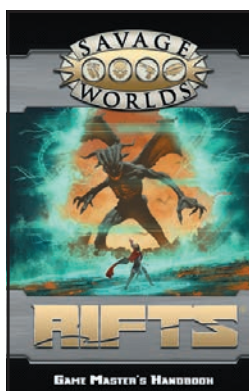
SAVAGE WORLDS RPG

Scheduled to ship in May 2017.

DEADLANDS - PARADISE LOST ADVENTURE: 20TH ANNIVERSARY EDITION

At first glance, Paradise might seem a bit more civilized than Deadwood or Gomorrah, but Paradise has its share of trouble...and secrets. A railroad that goes nowhere, a town graveyard that doesn't always seem to be a permanent residence, and deep, dark woods that echo with howls in the night. But, all those pale beside the stranger who's riding toward Paradise. And when he gets there, all Hell's gonna break loose! A new adventure for *Classic Deadlands*, *Paradise Lost* also contains rules for running it using *Deadlands Reloaded* and *Savage Worlds*.

S2P 10022\$4.99



RIFTS - GAME MASTERS HANDBOOK SOFTCOVER

The *Rifts Game Master's Handbook* is packed, cover-to-cover, with everything you need to master a setting with decades of history and a Megaverse of possibilities. A thorough, yet concise overview of the world, with a focus on the North American continent where the Tomorrow Legion is based, adds to information about all the factions and other major known threats the heroes are likely to encounter. You also get a powerful Adventure Generator tailored to the unique qualities of Rifts North America and the foes that plague the Tomorrow Legion, powerful and useful advice on running a *Savage Rifts* campaign, and much, much more!

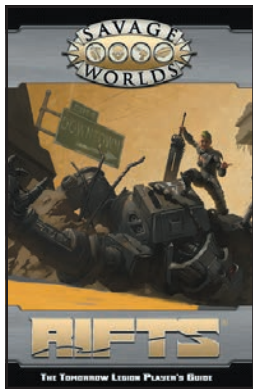
S2P 11201\$19.99

RIFTS - SAVAGE FOES OF NORTH AMERICA SOFTCOVER

Rifts: Savage Foes of North America contains stats and descriptions for all of the major monsters and enemies a group of heroes might face as they serve in the Tomorrow Legion: the Coalition States, the Federation of Magic, the Black Market, the 1st Apocalyptic Cavalry, and the bandits of the Pecos Empire. Plus, for those times when a Rift opens and you want to randomly figure out what comes out of it, there's an extensive Creatures from the Rifts Generator to help you.

S2P 11202\$19.99





RIFTS - THE TOMORROW LEGION PLAYERS GUIDE SOFTCOVER

In the battle for survival, the Tomorrow Legion brings together the greatest, the bravest, and the craziest to stand against an infinity of threats. They stand for a better future than the past they've known. The *Rifts Tomorrow Legion Player's Guide* contains everything you need to make and equip mega-powered characters for the Rifts Earth setting.

S2P 11200 \$24.99

POKÉMON USA



POKÉMON TCG: SUN & MOON GUARDIANS RISING

Visit Alola for Pokémon fun - from the beaches to the mountain peaks - and discover new traditions and new challenges! Meet the island guardians Tapu Koko-GX and Tapu Lele-GX, and sharpen your skills with Kahuna Hala and Captain Mallow! Be amazed by the secret powers of Kommo-o-GX, Lycanroc-GX, Metagross-GX, Sylveon-GX, Toxapex-GX, Vikavolt-GX, and many more! Come to the islands, and seize the power of the 140-card *Sun & Moon Guardians Rising* expansion for the *Pokémon Trading Card Game*!

BOOSTER DISPLAY (36) PUI 80214-D PI

COLLECTOR'S ALBUM WITH BOOSTER PACK PUI 80228 PI

ELITE TRAINER BOX PUI 80226 PI

THEME DECK DISPLAY (8) PUI 80221-D PI

THREE BOOSTER BLISTER BOX PUI 80216 PI



POKÉMON TCG: EX MEGA POWERS COLLECTION BOX

The Power of Pokémon-EX! Each *Mega Powers Collection Box* for the *Pokémon Trading Card Game* contains two full-art foil promo cards featuring Mega Evolution Pokémon: Mega Lucario-EX and Mega Manectric-EX, as well as full-art foil promo cards for Jolteon-EX and Zygarde-EX, a spectacular, full-art, oversized card of Mega Lucario-EX, a Lucario Spirit Link card, eight *Pokémon TCG* booster packs, and a code card for the *Pokémon Trading Card Game Online*.

PUI 80305 PI

POKÉMON TCG: GX ISLAND GUARDIANS 2017 SUMMER TIN

Stand ready with the strange and fearsome Pokémon of Alola! Choose the electric mischief of Tapu Koko-GX or the relentless vines of Tapu Bulu-GX in the *Island Guardians Tin* for the *Pokémon Trading Card Game*. Each tin contains 1 of 2 foil Pokémon-GX cards (Tapu Koko-GX or Tapu Bulu-GX), four *Pokémon TCG* booster packs, and a code card to unlock a playable deck in the *Pokémon Trading Card Game Online*.

PUI 80245 PI

POKÉMON TCG: GX TAPU KOKO FIGURE COLLECTION BOX

Tapu Koko is one of the guardian Pokémon of the Alola region, with a deep connection to the land itself! Each *Tapu Koko Figure Collection Box* for the *Pokémon Trading Card Game* comes with a foil promo card and sculpted figure featuring Tapu Koko, plus four *Pokémon TCG* booster packs and a code card for the *Pokémon Trading Card Game Online*.

PUI 80282 PI

POKÉMON TCG: LEGACY EVOLUTION PIN COLLECTION

Each *Legacy Evolution Pin Collection* contains a foil card featuring Steelix-EX, plus five foil promo cards of Politoed, Slowking, Crobat, Blissey, and Bellossom, an awesome Crobat collector's pin, five *Pokémon TCG* booster packs, and a code card for the *Pokémon Trading Card Game Online*.

PUI 80304 PI

POKÉMON TCG: LEGENDARY BATTLE DECK HO-OH VS. LUGIA

PUI 80301 PI

POKÉMON TCG: LEGENDARY BEASTS COLLECTOR'S PIN THREE PACK BLISTER

This Three-Pack Blister Box features a random selection of Raikou, Entei, or Suicune Collector's Pins.

PUI 80295 PI

PRIVATEER PRESS

HORDES

Scheduled to ship in May 2017.



SKORNE CHIRON HEAVY WARBEAST (RESIN)

PIP 74103 \$39.99



SKORNE DOMINAR MORGHOUL & ESCORTS WARLOCK UNIT (METAL)

PIP 74104 \$24.99



SKORNE LORD TYRANT ZAADESH WARLOCK (METAL)

PIP 74099 \$18.99



SKORNE VENATOR DAKAR SOLO (METAL)

PIP 74100 \$17.99



TROLLBLOOD SEA KING GARGANTUAN WARBEAST

PIP 71106 \$144.99

NO QUARTER MAGAZINE #72

This issue of *No Quarter* features the latest installment *Deck Raiders*, a boarding action pirate skirmish game! Guts and Gears returns with a look into Khadoran Kossite Irregulars, while Gavyn Kyle investigates one of the Iron Kingdoms most notorious figures. Scheduled to ship in May 2017.

PIP NQ72 \$8.50

WARMACHINE

Scheduled to ship in May 2017.



CRYX HELLSLINGER PHANTOM SOLO (METAL/RESIN)

PIP 34136 \$14.99



KHADOR WINTER GUARD ARTILLERY KAPTAIN SOLO (METAL)

PIP 33123 \$13.99



**THE PROTECTORATE OF
MENOTH DELIVERER ARMS
MASTER SOLO (METAL)**

PIP 32122 \$11.99

SPOTLIGHT ON



**THE PROTECTORATE OF
MENOTH DEVOUT/DERVISH/
PURIFIER LIGHT WARJACK
KIT (PLASTIC)**

PIP 32110 \$24.99

RENEGADE GAME STUDIOS

OFFERED AGAIN

SPOTLIGHT ON



O/A CLANK! A DECK-BUILDING ADVENTURE

Burgle your way to adventure in *Clank!*, the new deck-building board game. Sneak into an angry dragon's mountain lair to steal precious artifacts. Delve deeper to find more valuable loot. Acquire cards for your deck and watch your thievish abilities grow. Be quick and be quiet. One false step and — CLANK! Each careless sound draws the attention of the dragon, and each artifact stolen increases its rage. You can only enjoy your plunder if you make it out of the depths alive!

RGS 00552 \$60.00

SPOTLIGHT ON

O/A HONSHU

In this map-building card game set in feudal Japan, players in *Honshu* are lords and ladies of Noble houses seeking new lands and opportunities for fame and fortune.

RGS 00567 \$25.00



ROGUE GAMES

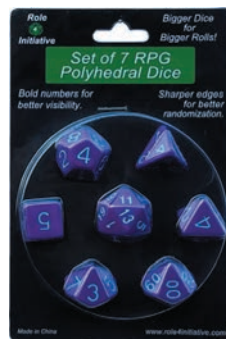


COLONIAL GOTHIC RPG: FLAMES OF FREEDOM: BEGINNINGS

An ancient enemy sows seeds of strife, and a much larger battle is about to begin — one for the very soul of the world. While Colonists cry for freedom and Loyalists struggle to reconcile with England, dark enemies gnaw and plague the unsuspecting. Secret plots, sinister cults, and occult mysteries abound in *Flames of Freedom: Beginnings*, the first volume in an epic campaign for *Colonial Gothic*. In this book you will find our guide to the great cities of Boston and Philadelphia, and a ready-to-play adventure which sets the stage for the entire Revolution. Scheduled to ship in May 2017.

S2P RGG7001 \$24.99

ROLE 4 INITIATIVE



POLYHEDRAL DICE - SETS OF 7

MARBLE BLUE/WHITE
S2P R4150201-FB \$7.99
OPAQUE BLACK/LIGHT BLUE
S2P R4150007-FB \$4.99
OPAQUE DARK BLUE/GOLD
S2P R4150010-FB \$4.99
OPAQUE DARK GRAY/BLACK
S2P R4150016-FB \$4.99
OPAQUE DARK GREEN/WHITE
S2P R4150011-FB \$4.99
OPAQUE DARK PURPLE/LT BLUE
S2P R4150015-FB \$4.99
OPAQUE RED/WHITE
S2P R4150001-FB \$4.99
SEA DRAGON SHIMMER/WHITE
S2P R4150301-FB \$7.99
TRANSLUCENT BLACK SMOKE/WHITE
S2P R4150103-FB \$5.99
TRANSLUCENT DARK BLUE/LIGHT BLUE
S2P R4150108-FB \$5.99
TRANSLUCENT DARK GREEN/WHITE
S2P R4150110-FB \$5.99
TRANSLUCENT DARK PURPLE/GOLD
S2P R4150114-FB \$5.99
TRANSLUCENT ORANGE/WHITE
S2P R4150106-FB \$5.99
TRANSLUCENT RED/WHITE
S2P R4150101-FB \$5.99



POLYHEDRAL DICE - SETS OF 15

MARBLE BLUE/WHITE NUMBERS
Scheduled to ship in May 2017.
S2P R4150201-FB \$14.99
OPAQUE BLACK/LIGHT BLUE NUMBERS
S2P R4150007-FB \$8.99
OPAQUE DARK BLUE/GOLD NUMBERS
S2P R4150010-FB \$8.99
OPAQUE DARK GRAY/BLACK NUMBERS
S2P R4150016-FB \$8.99
OPAQUE DARK GREEN/WHITE NUMBERS
S2P R4150011-FB \$8.99
OPAQUE DARK PURPLE/LT BLUE
S2P R4150015-FB \$8.99
OPAQUE RED/WHITE
S2P R4150001-FB \$8.99
SEA DRAGON SHIMMER/WHITE
S2P R4150301-FB \$14.99
TRANSLUCENT BLACK SMOKE/WHITE
S2P R4150103-FB \$10.99
TRANSLUCENT DARK BLUE/LIGHT BLUE
S2P R4150108-FB \$10.99
TRANSLUCENT DARK GREEN/WHITE
S2P R4150110-FB \$10.99
TRANSLUCENT DARK PURPLE/GOLD
S2P R4150114-FB \$10.99
TRANSLUCENT ORANGE/WHITE
S2P R4150106-FB \$10.99
TRANSLUCENT RED/WHITE
S2P R4150101-FB \$10.99

ROGUE COMET GAMES



DUNGEONESQUE RPG: FANTASY ADVENTURES IN A TIME OF SWORD AND SORCERY - RED BOX

Adventure Awaits! *Dungeons & Dragons* is a fantasy roleplaying game with 5e mechanics optimized for old-school play. It's a complete game containing all the rules you need for years of roleplaying adventures. The *Red Box Edition* of *Dungeons & Dragons* features a Player's Guide with all the rules to play the game, including information on five races (Human, Elf, Dwarf, Halfling, and Half-Elf), four classes (Fighter, Wizard, Cleric, and Rogue), a solo adventure, and a spell list, as well as the Gamemaster's Guide, which offers all the tools you need to run the game. It also includes a bestiary, old-school house rules, early edition conversion tools, hex-crawl rules, random encounters, and numerous

gamemaster tools to run on-the-fly games. Scheduled to ship in May 2017.

S2P RGC0101 \$49.95

DUNGEONESQUE RPG: FANTASY ADVENTURES IN A TIME OF SWORD AND SORCERY - WHITE BOX

The *White Box Edition* of *Dungeons & Dragons* contains four sourcebooks: Book 1: Characters & Combat, Book 2: Eldritch Wizardry, Book 3: Worlds & Adventure, and Book 4: Concise Bestiary. Scheduled to ship in May 2017.

S2P RGC0102 \$49.95



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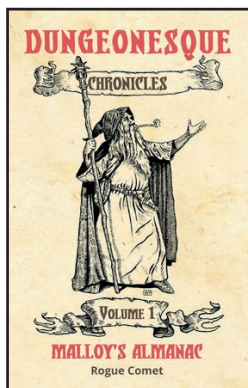
**DUNGEONESQUE RPG:
THE CHRONICLES -
GAME DIARY: VOLUME 1**
A system-neutral, old-school sourcebook for *Dungeonsque*, the *Game Diary* features tools to help you run well organized, dynamic roleplaying games. Scheduled to ship in May 2017.

S2P RGC0106.....\$14.95



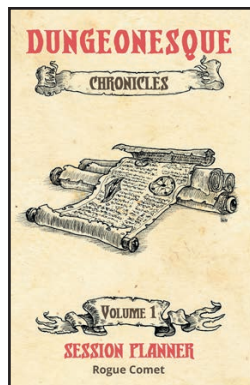
**DUNGEONESQUE RPG:
THE CHRONICLES -
IMAGINARIUM: VOLUME 1**
A system-neutral, old-school sourcebook for *Dungeonsque*, the *Imaginarium* features an idea log used to plan game sessions, plus blank dungeons ready to fill in with your ideas and encounter worksheets to help you create tactically interesting maps for combat scenes. Scheduled to ship in May 2017.

S2P RGC0104.....\$14.95



**DUNGEONESQUE RPG: THE
CHRONICLES - MALLOYS
ALMANAC: VOLUME 1**
A system-neutral, old-school sourcebook for *Dungeonsque*, *Malloy's Almanac* features a fantasy calendar with information on sunrise and sunsets, moon phases, tides, and weather, plus 20 random encounter tools. Scheduled to ship in May 2017.

S2P RGC0103.....\$14.95



**DUNGEONESQUE RPG:
THE CHRONICLES - SESSION
PLANNER: VOLUME 1**
A system-neutral, old-school sourcebook for *Dungeonsque*, the *Session Planner* features tools to help you run well organized, dynamic roleplaying games. Scheduled to ship in May 2017.

S2P RGC0105.....\$14.95

SPARTAN GAMES

DYSTOPIAN WARS

Scheduled to ship in February 2017.



**THE CORSICAN INCIDENT 2
PLAYER BOX SET**
There is trouble afoot in the Mediterranean! The dreaded Black Wolf mercenary is prowling, searching for a secret prison from which to extract one of its incarcerated commanders, and a League of Italian States flotilla has set sail from Corsica to ensure that he doesn't escape from the prison!

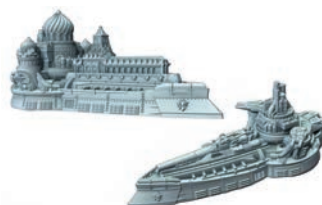
SGS DWBB03.....\$105.00



**COVENANT OF ANTARCTICA
DESCARTES CLASS BATTLESHIP**
SGS DWCA54.....\$22.50



**REPUBLIQUE OF FRANCE
GASCONY CLASS BATTLESHIP**
SGS DWRF54.....\$22.50



**RUSSIAN COALITION PAKHTUSOV
CLASS BATTLESHIP**
SGS DWRC54.....\$22.50

HALO: GROUND COMMAND

Scheduled to ship in February 2017.



COVENANT ELITE ULTRA UNIT
SGS HGCV10.....\$24.50



UNSC ODST ASSAULT UNIT
SGS HGUN08.....\$22.75

SPIELBOX

**SPIELBOX MAGAZINE #6 2017
(ENGLISH EDITION)**
IMP SPB20166.....\$11.99

**SPIELBOX MAGAZINE #7 2017
(ENGLISH EDITION)**
Scheduled to ship in April 2017.
IMP SPB20167.....\$11.99

SQUARE ENIX



**CHOCOBOS CRYSTAL HUNT:
DUNGEON AND MONSTERS
EXPANSION PACK**
The hunt continues with *Chocobo's Dungeons and Monsters*! Receive the blessing of the Crystals and send your brave companions into the depths to defeat legendary monsters in this fun and fast-paced expansion! Scheduled to ship in July 2017.

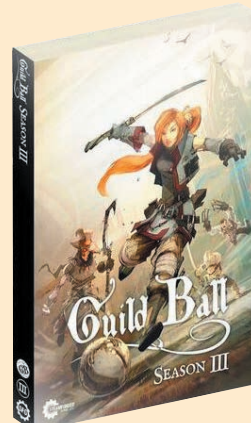
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STEAMFORGED GAMES



**GUILD BALL HUNTER HERALDS OF
THE WINTER'S MOON (METAL)**
SFG B03-007.....\$40.00

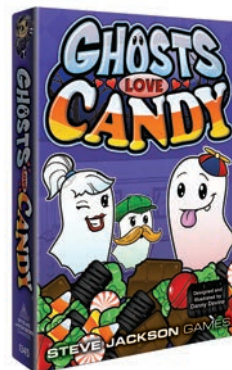
SPOTLIGHT ON



**GUILD BALL SEASON 3
RULEBOOK**
The *Guild Ball: Season 3 Rulebook* brings you the continuing stories of your favorite players from the world of *Guild Ball* and the *Empire of the Free Cities*. Along with updated art and stories, the book features the rules for all Guilds, including the new releases and the all-new *Farmer's Guild*.

SFG BACC03-001.....\$40.00

STEVE JACKSON GAMES



GHOSTS LOVE CANDY
You love Candy! Kids have Candy! Haunt Them and Take It! It's Halloween, and you're a ghost who loves candy! Haunt trick-or-treaters to get their candy, but don't scare them too much and spook 'em off - it'll cost you! Scheduled to ship in June 2017.

SJG 1345.....\$19.95



FEATURED ITEM



MUNCHKIN PATHFINDER 2: GUNS AND RAZZES EXPANSION

Wield Wondrous Weapons! Use Classic *Pathfinder* Baddies for Target Practice! Join the fray to combat greater evil - now with even more fantasy firepower - with *Guns and Razzes*! Featuring art by comic illustrator Shane White, this 112-card expansion for *Munchkin Pathfinder* allows fans to shoot 'em up as a Gunslinger or benefit from backstabbing as a member of the Razmiran Vision faction. Scheduled to ship in June 2017.

SJG 4425..... \$19.95

STONEMAIER GAMES

SPOTLIGHT ON

CHARTERSTONE: A VILLAGE-BUILDING LEGACY GAME

The prosperous Kingdom of Greengully, ruled for centuries by the Forever King, has issued a decree to its citizens to colonize the vast lands beyond its borders. In an effort to start a new village, the Forever King has selected six citizens for the task, each of whom has a unique set of skills to build their charter. Journey through *Charterstone's* many secrets in *Charterstone*, a competitive legacy game of village and community building. Scheduled to ship in September 2017.

GTG STM700..... \$70.00



STRONGHOLD GAMES



COTTAGE GARDEN

In Uwe Rosenberg's *Cottage Garden*, players are ambitious gardeners facing the challenge of filling the beds in every corner of their garden with plants, inspired by the limitations of space to create new compositions. Use a variety of plants - as well as flowerpots and garden items - to design a *Cottage Garden* that blooms with diversity. Scheduled to ship in June 2017.

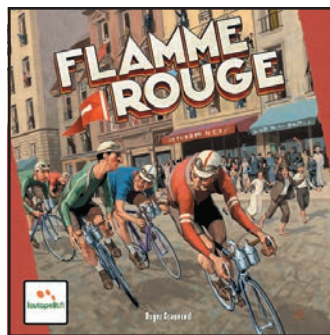
PSI SG-4008..... \$59.95



DUNGEON RUSH

In *Dungeon Rush*, players are adventurers rushing through a perilous dungeon to root out evil, earning gold and improving their abilities along the way. Are you brave and strong enough to face the Dungeon Lord and the Dragon? Scheduled to ship in June 2017.

PSI SG-6011..... \$24.95



FLAMME ROUGE

The excitement in the air is electric as the leaders round the last corner and head for the finish line. Each team has used cunning and skill to position their sprinter for this moment, but only one has done enough to pull off the win! Will your team lead from the front and risk exhaustion? Should you play it safe in the middle of the pack? Could you surprise everyone by striking from the back? Can you time your move perfectly? Anyone can race, few become champions! *Flamme Rouge* is a fast-paced, tactical bicycle racing game. Scheduled to ship in June 2017.

PSI SG-6010..... \$59.95

GHOST CATCHERS

At midnight, ghosts begin to show up outside the old castle, taking turns peeking through the windows. Now it's up to the Ghost Catchers to capture them and make them magically disappear! As Ghost Catchers, players compare the ghosts with their shadows. The player with the sharpest sight and the fastest hand wins! Scheduled to ship in June 2017.

PSI SG-8801..... \$24.95

TERRAFORMING MARS: HELLAS AND ELYSIUM EXPANSION

The first expansion for *Terraforming Mars*, *Hellas & Elysium* consists of a double-sided game board representing two new areas of Mars: Hellas, which includes Mars' south polar region, and Elysium, which is on the opposite side of Mars' equator. Each of these maps consists of new sets of milestones and awards with relevance for that particular map. Scheduled to ship in June 2017.

PSI SG-7200..... \$19.95



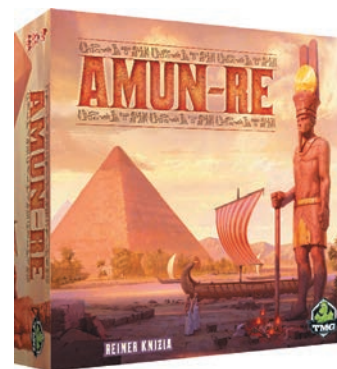
TASTY MINSTREL



3 TO 4 HEADED MONSTER

Sometimes it's hard to agree with your family on what today's activity is? Going to the beach? Perhaps downtown? Maybe terrorize the countryside? But, that decision is even more difficult when you're one head on a multi-headed monster! In *3 To 4 Headed Monster*, your task is simple: convince your conjoined heads that your interests overlap (even when it's actually not the case). Try to agree on a path, or be tricked into letting the rogue head control the body for the day.

TTT 6005..... \$9.95



AMUN-RE

In Reiner Knizia's *Amun-Re*, each player, as a pharaoh, wants to build the most pyramids. To accomplish this, they must first acquire a province for trading, farming, and earning profits, which in turn allows them to purchase new provinces and building stones to erect pyramids. But, sacrifices must be made to *Amun-Re*, lest all your best laid plans crumble to dust!

TTT 2010..... \$69.95



BALLOON POP

How high can you float? Go as high as you can without breaking the balloon in this quick dice game! Each round you roll and re-roll dice to advance on point tracks. But, if you go too high, you'll trigger a "Break", which drops your points and causes an immediate scoring round!

TTT 3015..... \$14.95

**COLOSSEUM EMPORER'S EDITION**

Earn Wealth & Glory in the Colosseum! As a master impresario, you have prepared for this moment your entire life. Titus himself has taken his seat in the Emperor's Loge. At the drop of his hand, the final spectacle will begin. Your moment in the sun has come... In *Colosseum*, each player is a Roman impresario - producing great spectacles in their arena in the hopes of attracting the most spectators. Earn wealth and glory for each event run, while improving your arena, finding the best performers, luring the Emperor and his nobles, and managing assets for long-term success. Seek the title of Grand Impresario with tales of your extraordinary spectacles acclaimed throughout the empire! Scheduled to ship in June 2017.

TTT 2009 \$79.95

**DAIRYMAN**

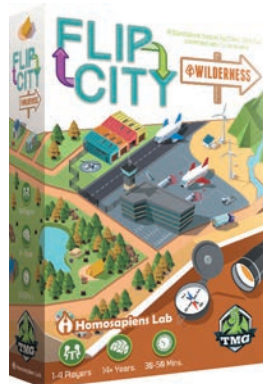
Roll The Dice! Milk the Cow! Make Cheese & Ice Cream! You are a dairyman, milking cows every day, working hard to fulfill the orders given by the farm owner. But, if your milk spoils, an entire day's work will go down the drain! Or maybe you can turn milk into cheese or ice cream products, thus increasing their value. But, if you do, you need to prevent the cheese or ice cream from spoiling!

TTT 3016 \$19.95

**DUNGEON ROLL: HENCHMEN**

Not Everyone Can be a Hero! You've made it as an adventurer, but now you tire of mundane tasks. Why not hire some help? Henchmen can do your dirty work - as long as you share the treasure. And, should something untoward (perish the thought!) happen to them on the job... well, that's what clerics are for! *Henchmen* is an expansion and rules booster for *Dungeon Roll*.

TTT 5007 \$4.95

**FLIP CITY: WILDERNESS**

Wilderness is a stand-alone sequel to the hit micro-deckbuilding game, *Flip City*.

TTT 3010 \$19.95

**GUNS & STEEL**

Lead Your Nation to Victory! In *Guns & Steel*, technology becomes a double-edged sword as the people grow complacent with their way of life, while you continue to create bigger, bloodier methods to bring other nations down. Will you focus on civil developments to speed up production, or will you build powerful armies to lay waste to your enemies?

TTT 3011 \$19.95

**YOKOHAMA (STANDARD)**

Once Yokohama was a mere fishing village, but now at the beginning of the Meiji era it's becoming a harbor open to foreign countries and one of the leading trade cities of Japan. As a result, many Japanese products such as copper and raw silk are collected in Yokohama for export to other countries. In *Yokohama*, players are merchants seeking profits and prosperity from a successful business while broadening their sales channels, learning a variety of techniques, and, of course, responding to trade orders from abroad. Scheduled to ship in June 2017.

TTT 2017 \$59.95

OKEY DOKEY

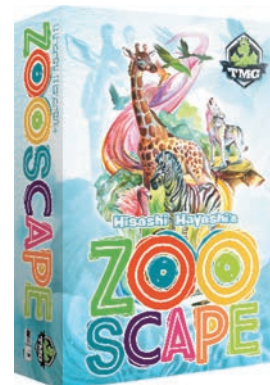
Scheduled to ship in June 2017.

TTT 3017 \$14.95

ZOO SCAPE

The Animals Have Escaped in *ZooScape*! As a Zookeeper, you'll need to choose carefully which ones to chase after. But, beware! If you collect more of one type than you have room for in your cages, you'll lose points instead of gaining them.

TTT 3014 \$19.95

**THAMES & KOSMOS****BRUTAL KINGDOM**

Claw your way to power by tooth and nail in *Brutal Kingdom*! The king's court is no place for the faint of heart - or the weak of claw and fang. Here, almost everyone is secretly plotting to attain the greatest amount of power in three spheres of influence: royal, clerical, and mystical. The bishop has avoided a poisoning, but now the danger awaits the abbot, who himself pursues the witch. The king and queen are at each other's throats, while the executioner awaits his next assignment. The law is survival of the fittest in this game of feral human nature. Scheduled to ship in June 2017.

TAK 692506 \$14.95

**MONSTER TRAP**

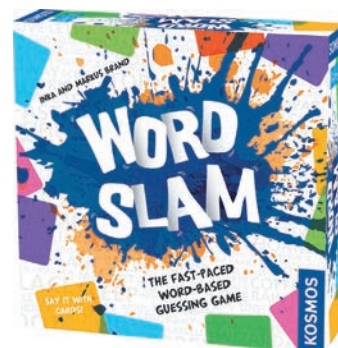
The monsters are loose again! Well, that's actually not such a bad thing - they make living in this mansion really fun! But, right now, Grandma Frieda is standing outside the front door and she's terribly frightened of monsters. In *Monster Trap*, you must catch all the monsters and hide them from Grandma before she sees them! Scheduled to ship in June 2017.

TAK 680305 \$34.95

**HARRY HOPPER**

Two teams of grasshoppers are both trying to knock over all of their blades of grass. It takes a lot of skill to aim and launch them accurately in *Harry Hopper*! Scheduled to ship in June 2017.

TAK 697334 \$24.95

**WORD SLAM**

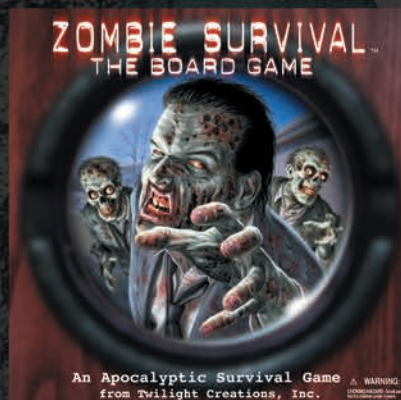
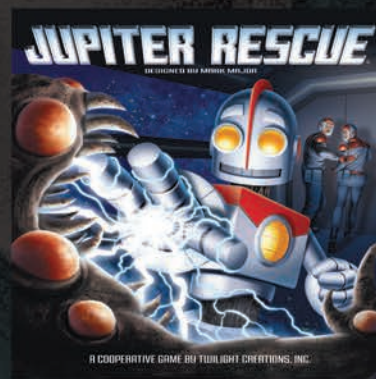
In *Word Slam* - the fast-paced, word-based guessing game - players, as storytellers, attempt to communicate to their team a narrative using only word cards - speaking and acting is absolutely forbidden! They must tell their tale using only 105 cards, each with one word on it: a noun, verb, adjective, or preposition. Scheduled to ship in June 2017.

TAK 692674 \$39.95

You aren't skipping through fields picking daisies with these games.



Not Even Close!



www.twilightcreationsinc.com

kerry@twilightcreationsinc.com



TRIPLE ACE GAMES

LEAGUE OF GOTHIC HORROR: GUIDE TO SHAPESHIFTERS

Deep inside every man lurks a ferocious beast, a terrible creature that can develop a life of its own. Powered by the Ubiquity system, this *Guide to Shapeshifters* for *Leagues of Gothic Horror* includes the history of these ferocious beasts, means by which a man might become a shapeshifter, supernatural powers that transform these creatures into truly terrifying foes, statistics for a variety of stock shapeshifters, and a number of unique villains. Scheduled to ship in May 2017. S2P TAG20210.....\$13.99



ULISSES-SPIELE



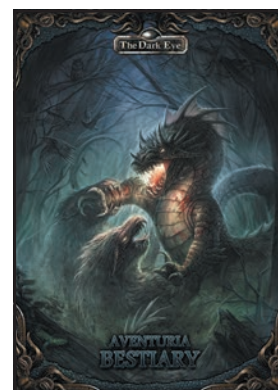
THE DARK EYE: AVENTURIA ADVENTURE CARD GAME - FOREST OF NO RETURN EXPANSION

The king of Nostria needs brave heroes to journey into the Forest of No Return and recover a stolen scroll. Dreadful peril lies ahead on a quest that has already claimed the lives of many good people. Are you ready to face this challenge? The first expansion for the *Aventuria Adventure Card Game*, *Forest of No Return* includes the thrilling, three-act adventure "The Forest of No Return" and two short adventures ("Head Money" and "Madness of Selem"). *Forest of No Return* adds a new hero (with 30 action cards and Life Point Display) to the game, and includes 92 new adventure cards (including Leaders, Henchmen, Rewards), 18 special markers, and a Rules and Adventures booklet. Scheduled to ship in June 2017. PZO ULIUS25512E.....\$29.99



THE DARK EYE RPG: AVENTURIA MAP SET

Designed to be compatible with the *Aventuria Almanac*, these maps offer an exciting overview of the world of *Dere* and the fantastic continent of *Aventuria*. Scheduled to ship in April 2017. PZO ULIUS25551E.....\$24.99



THE DARK EYE RPG: DIGEST-SIZED AVENTURIA BESTIARY

Demon hunter! Chimera killer! Dragon slayer! Tiles that bring honor and glory. But, to claim one of these awe-inspiring titles, heroes must defeat these beasts. Horrifying and deadly monsters lurk in the forests, swamps, and jungles of *Aventuria*. To creatures such as these, heroes are little more than food, and whoever gets too close may fall prey to venomous fangs, razor-sharp claws, or worse. This handy, portable, digest-sized edition of the *Aventuria Bestiary* describes 40 terrifying monsters and two-dozen highly dangerous animals that can challenge even the mightiest group of heroes. Scheduled to ship in April 2017. PZO ULIUS25201ME.....\$14.99



THE DARK EYE RPG: FATE POINT SET - MAGES

Fate is an important concept in *The Dark Eye Roleplaying Game*. Heroes can use Fate Points to survive dangers that others could not escape, and can tip the scales, making truly heroic deeds possible! This set consists of 20 Fate Points marked with a powerful magical symbol and the legendary Dark Eye. Scheduled to ship in May 2017. PZO ULIUS25530E.....\$14.99

TWILIGHT CREATIONS



FEATURED ITEM



ZOMBIES!!! 15 - ANOTHER ONE BITES THE DUST

Zombies!!! 15: Another One Bites the Dust takes you out of civilization and into the desert. You have to find enough water to survive this wild trek to Las Vegas, or you'll be craving braaaains - lots of brains! Scheduled to ship in April 2017. TLC 2115.....\$15.99



FEATURED ITEM



ZOMBIES!!! ACCESSORIES

Scheduled to ship in February 2017.

BAG O' BULLETS

TLC 2027.....\$10.00

BAG O' HEARTS

TLC 2028.....\$10.00





THE DARK EYE RPG: GAMEMASTER'S SCREEN AND TAVERN GUIDE

The *Game Master's Screen* puts all of *The Dark Eye's* important tables and charts right at your fingertips. This four-panel GM screen provides detailed summaries of skill use, combat, magic, and miracles, and includes a 48-page Tavern Play Aid with rules for popular tavern games, quality of goods, and pub brawls, new focus rules for the effects of Aventurian drinks, and tables for creating unique taverns. Three example Aventurian inns and taverns are also featured: The Hearthfire, The Krakenking, and The Roundwheel. Scheduled to ship in March 2017.

PZO ULUS25514E.....\$24.99



THE DARK EYE RPG: THEATER KNIGHTS PART 1 - THE WHITE LAKE

As the first snowflakes of winter begin to fall in Bornland, an armed group sets out in search of the missing Thorwal Drum, a symbol of pride and patriotism for the citizens of Festum. The Drum was stolen last spring, and to get it back, Guard Captain Timpiski and his men are more than willing to use force! This first adventure in the *Theater Knights Campaign* introduces important characters, races, and power blocks, and sets the stage for new developments in the history of Bornland and the legendary military Order. Scheduled to ship in March 2017.

PZO ULUS25305E.....\$19.99



THE DARK EYE RPG: NEW BONDS AND ANCIENT QUARRELS

Deep hatred has divided the inhabitants of the Warring Kingdoms since the dawn of history. Now a daring alliance promises to change everything and show the path to forgiveness. All hope hinges on a marriage to be held in a long-disputed border town. But, not everyone in Nostria and Andergast longs for peace, and someone kidnaps the bride! To prevent another disastrous war between the realms, the heroes set out to scour the Warring Kingdoms and return the bride to safety. *New Bonds & Ancient Quarrels* is a companion adventure to the regional sourcebook *The Warring Kingdoms*. Scheduled to ship in May 2017.

PZO ULUS25311E.....\$14.99



THE DARK EYE RPG: THEATER KNIGHTS PART 2 - THE BLUE BOOK

At the behest of the Temple of Efferd in Neersand, the heroes set out to escort a legendary artifact of the Theater Knights to Aftermire. A routine delivery soon turns into a mystery when the heroes come across a brutal murder committed by power-hungry cultists! In this second installment of the *Theater Knights Campaign*, the heroes learn the identity of their true enemy and begin to unravel his dark plans. Scheduled to ship in April 2017.

PZO ULUS25306E.....\$19.99

THE DARK EYE RPG: THE WARRING KINGDOMS - MAP SET

The grudge between the Warring Kingdoms of Nostria and Andergast has burned for almost two millennia. This companion to the *Warring Kingdoms* regional sourcebook takes a closer look at Nostria and Andergast, with maps covering an overview of geographical regions, a political map, and an atmospheric, in-game map of the Warring Kingdoms. Scheduled to ship in May 2017.

PZO ULUS25516E.....\$19.99



NUNS ON THE RUN

NUNS ON THE RUN
NAUGHTY NOVICES DISGUISE DISCOVERY

The naughty novices are on the loose! Will they find their secret desire, whether a birthday cake or a love letter and sneak back to their cells, or will the nuns put them to bed? It's nuns vs. novices in this classic game of hide and seek!

2-8

45-60

10+

Learn to Play

mayfairgames.com

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THE DARK EYE RPG: THE WARRING KINGDOMS - NOSTRIA AND ANDERGAST HARDCOVER

This regional sourcebook provides detailed background information on these hostile realms in northwestern Aventuria and their combative inhabitants. Encounter the hazards of the Forest Wilderness, the deadly Knifegrass Steppes in the east, and the rough coasts of the Lakelands. Uncover the hidden secrets of sumes (druids) and witches, and pit your heroes against new creatures such as dark marwolds and predatory giant dragonflies. Scheduled to ship in May 2017.
PZO UL1US25101E.....\$39.99

ULTRA PRO

MAGIC

The Gathering

MAGIC THE GATHERING: HOUR OF DEVASTATION

9-POCKET PRO BINDER UPI 86580.....	PI
V1 DECK PROTECTOR SLEEVES (80) UPI 86568.....	PI
V2 DECK PROTECTOR SLEEVES (80) UPI 86569.....	PI
V3 DECK PROTECTOR SLEEVES (80) UPI 86570.....	PI
V1 FULL-VIEW DECK BOX UPI 86574.....	PI
V2 FULL-VIEW DECK BOX UPI 86575.....	PI
V3 FULL-VIEW DECK BOX UPI 86576.....	PI
PLAY MAT - 6' UPI 86581.....	PI
PLAY MAT - 8' UPI 86582.....	PI
V1 PLAYMAT 24" X 13.5" UPI 86577.....	PI
V2 PLAYMAT 24" X 13.5" UPI 86578.....	PI
V3 PLAYMAT 24" X 13.5" UPI 86579.....	PI

UPPER DECK



DUNGEON DRAFT

Draft Heroes! Defeat Monsters! Complete Quests! Designed by industry legend Justin Gary, *Dungeon Draft* is a fast paced, strategic drafting game. Scheduled to ship in August 2017.
UDC 87294.....PI

USAOPOLY



2017 PIRATES OF THE CARIBBEAN BATTLE YAHTZEE

Scheduled to ship in May 2017.
USO YZ004123.....PI



2017 PIRATES OF THE CARIBBEAN MONOPOLY

Scheduled to ship in April 2017.
USO MN004123.....PI



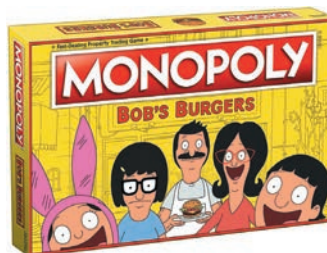
THE BIG BANG THEORY TRIVIAL PURSUIT

Scheduled to ship in February 2017.
USO TP010371.....PI



BOB'S BURGERS 550 PIECE PUZZLE

Scheduled to ship in February 2017.
USO PZ006443.....PI



BOB'S BURGERS EDITION MONOPOLY

Scheduled to ship in February 2017.
USO MN006443.....PI



BOB'S BURGERS JENGA

Scheduled to ship in March 2017.
USO JA006443.....PI

BOB'S BURGERS PLAYING CARDS

Scheduled to ship in May 2017.
USO PC006443.....PI



DRAGON BALL Z EDITION MONOPOLY

Scheduled to ship in April 2017.
USO MN113449.....PI



DRAGON BALL Z YAHTZEE

Scheduled to ship in April 2017.
USO YZ113449.....PI



FALLOUT NUKA COLA CHECKERS

Scheduled to ship in February 2017.
USO CK110473.....PI

THE GOLDEN GIRLS CLUE

Scheduled to ship in June 2017.
USO CL118506.....PI



GUARDIANS OF THE GALAXY VOLUME 2 BATTLE YAHTZEE

Scheduled to ship in June 2017.
USO YZ011466.....PI

GUARDIANS OF THE GALAXY VOLUME 2 MONOPOLY

Scheduled to ship in March 2017.
USO MN010466.....PI



HARRY POTTER AND THE GREAT HALL 550 PIECE PUZZLE

Scheduled to ship in February 2017.
USO PZ010484..... PI



THE LEGEND OF ZELDA CLASSIC 550 PIECE PUZZLE

Scheduled to ship in February 2017.
USO PZ005462..... PI



PIRATES OF THE CARIBBEAN BATTLESHIP

Scheduled to ship in May 2017.
USO BS004123..... PI

PLANET OF THE APES PLAYING CARDS

Scheduled to ship in June 2017.
USO PC006513..... PI



POKÉMON JOHTO 550 PIECE PUZZLE

Scheduled to ship in February 2017.
USO PZ101436..... PI

RICK AND MORTY CLUE

Scheduled to ship in June 2017.
USO CL085434..... PI

RICK AND MORTY: RICK'S SHIP COLLECTIBLE COIN BANK

Scheduled to ship in August 2016
USO BK085434..... PI



SUPER MARIO BROTHERS WORLD 1-1 550 PIECE PUZZLE

Scheduled to ship in February 2017.
USO PZ005488..... PI



SUPERNATURAL TRIVIAL PURSUIT

Scheduled to ship in February 2017.
USO TP010361..... PI

TELESTRATIONS SPANISH EDITION

Scheduled to ship in May 2017.
USO PG000518..... PI



THE WALKING DEAD AMC BATTLE YAHTZEE

Scheduled to ship in April 2017.
USO YZ116469..... PI

THE WALKING DEAD AMC MONOPOLY

Scheduled to ship in March 2017.
USO MN116469..... PI



THE WALKING DEAD COVER ART ISSUE 50 550 PIECE PUZZLE

Scheduled to ship in February 2017.
USO PZ095479..... PI

VALLEJO



FANTASY PRO SETS (8)

Scheduled to ship in March 2017.
FAIRY FLESH
VAL 74101 \$26.32
MALEFIC FLESH
VAL 74102 \$26.32



GAME AIR SET FACE PAINTING (BY ANGEL GIRALDEZ) (8)

Scheduled to ship in March 2017.
VAL 72865 \$26.32

MODEL AIR (17ML)

Scheduled to ship in March 2017.
AGGRESSOR GRAY
VAL 71274 \$3.29
DARK OLIVE DRAB
VAL 71316 \$3.29
GERMAN GREY
VAL 71268 \$3.29
GERMAN YELLOW BROWN
VAL 71272 \$3.29
LIGHT GRAY
VAL 71276 \$3.29
N17 EARTH YELLOW
VAL 71420 \$3.29
OCEAN GRAY
VAL 71273 \$3.29
OFF-WHITE
VAL 71270 \$3.29

MODEL AIR SET (8)

Scheduled to ship in March 2017.
GERMAN COLORS 1927-1941
VAL 71205 \$26.09
GERMAN WWII EUROPE AND AFRICA
VAL 71208 \$55.21
USAF COLORS GRAY
SCHEMES 1970-PRESENT
VAL 71156 \$26.32



MODEL AIR SET (8)

Scheduled to ship in March 2017.
US ARMY AIR CORPS EUROPEAN THEATER OPERATIONS WWII
VAL 71182 \$26.32
US ARMY CORPS CHINA-BURMA-INDIA PACIFIC THEATER WWII
VAL 71184 \$26.32
US ARMY CORPS MEDITERRANEAN THEATER WWII
VAL 71183 \$26.32
US NAVY AND USMC COLORS 1970-PRESENT
VAL 71155 \$26.32

RUST & CHIPPING (PAINTING INSTRUCTION MANUAL)

Scheduled to ship in March 2017.
VAL 75011 \$29.99

WALL MOUNTED PAINT DISPLAY

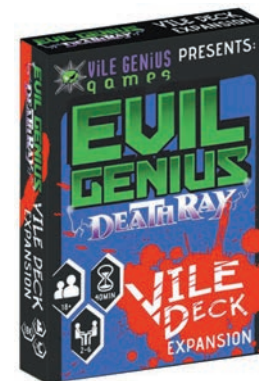
Scheduled to ship in March 2017.
28 SPACES FOR 35/60ML BOTTLES
VAL 26009 \$24.99
43 SPACES FOR 17ML BOTTLES
VAL 26010 \$24.99

VILE GENIUS GAMES



EVIL GENIUS: DEATHRAY

Dream! Build! Dominate! If You Build It, They Will Run! Have you ever dreamed of being an Evil Genius? Perhaps you've already begun your career by experimenting with lasers and uranium. Every Evil Genius needs a deathray to make global leaders bow to his or her every whim. *Evil Genius: Deathray* enables you to design and craft a devious machine of global domination, while scheming, competing against, and sabotaging other Evil Geniuses to complete your WMD first. Scheduled to ship in April 2017.
IMP VG11012 \$30.00



EVIL GENIUS: DEATHRAY - THE VILE DECK

This collection of the darkest, most inappropriate humor Vile Genius could dig up from depravity is yours for the taking! For adults only, this expansion for *Evil Genius: Deathray* features 49 cards of extremely dark and adult humor. Enjoy the darker side of life, but don't expect any cookies. Scheduled to ship in April 2017.
IMP VG11013 \$15.00





TALES FROM THE TAVERNS: LEGENDS OF GOBLINS PAST

The stories of heroes are well established in the annals of bardic lore. A select band of bards have traveled the earth acquiring the legends of the most unbelievable legends of Goblins past. The stories of their conquests are unlike traditional legends, crafted from improbable conquests, incalculable risk, and a nearly absurd amount of luck! Your story-weaving talents will be put to the test as other bards tell the tales of their own chosen heroes and heroines. Keep it lively ladies and gents, fortune is a fickle mistress! Step into a world of epic storytelling in *Tales from the Taverns: Legends of Goblins Past*. Take on the role of a traveling bard, regaling the tales of diminutive heroes, long forgotten. Embellish the stories, challenge your rivals, and share the lore and the liquor! Scheduled to ship in August 2017.

IMP VGI1030\$35.00



THWARTED

Crush the Heroes! Thwart Your Rivals! Claim the Title of the Greatest Super-Villain of All Time! *Thwarted! A Game of Super-Villainy* is a fast-paced card game where players assume the roles of villains attempting to defeat the superheroes of The City. The only thing standing in their way are - other villains! Make use of Power Cards to cripple other villains or spend 'em to equal a Hero's power to defeat them for Infamy Points! Scheduled to ship in May 2017.

REGULAR EDITION

IMP VGI1020\$20.00

DELUXE EDITION

IMP VGI1021\$35.00

POWER PACK EXPANSION

IMP VGI1022\$10.00

WARCRADLE STUDIOS

WILD WEST EXODUS

Scheduled to ship in June 2017.

SPOTLIGHT ON



CORE RULE BOOK (HARDCOVER)

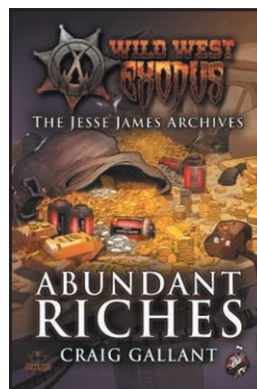
In the twilight years of the Nineteenth Century, mankind is perched upon a new age of discovery and enlightenment. But, beneath the hope and optimism, a rising darkness taints the air, touching the heart of every man, woman, and child. The United States has clawed its way out of a terrible civil war, but the wounds are deep. The nation now finds itself poised on the edge of ruin, the agony of division eating at its very marrow. Into this dark time a light of hope emerges, carried from the Old World by Dr. Burson Carpathian, scientist, visionary, and would-be savior. But, Dr. Carpathian, too, follows a path laid out for him by the darkest of powers: a force of remorseless corruption. The Dark Council. Under the influence of these mysterious strangers, the men and women of this terrible new age struggle with every fibre of their being, clawing for the last scrap of victory. There is no certain future as a continent is torn apart, each isolated faction struggling to maintain their share of power beneath the gathering darkness. *Wild West Exodus* is a dynamic, fast-paced, semi-skirmish miniatures game in a world very much like our own, but twisted by the forces of deepest evil.

WCS 991899001\$49.99



ENLIGHTENED CONSTRUCTS BOX (HIRED HANDS)

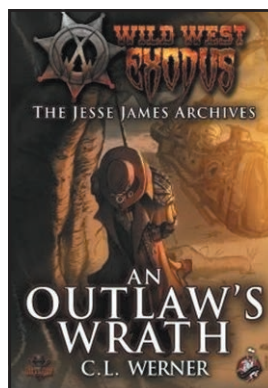
WCS 101013003\$24.99



ABUNDANT RICHES (THE JESSE JAMES ARCHIVES)

Jesse James has paid for his place on the national stage by placing his flesh, blood, dreams, and perhaps even his soul upon the altar of his ambition. But, even in the depths of his madness, a purpose drove his every move, and now, drawing upon the support of friends and former foes alike, he's finally poised to claim the prize that he's coveted his entire adult life. His journey is set for control of the entire Confederate Rebellion Army and the states under its flag. *Abundant Riches* is the third book of *The Jesse James Archives*. Scheduled to ship in June 2017.

WCS 991899006\$9.99



AN OUTLAW'S WRATH (THE JESSE JAMES ARCHIVES)

The life of Jesse James has not been easy; he's paid dearly for every ounce of recognition and respect he's gouged from a nation torn apart by war. The price may have been too high, however, as the brittle outlaw skirts the edges of madness, driven down a brutal path of vengeance and retaliation by the shadows of his past. A dark presence constantly pulling on his mind drives Jesse to the unthinkable. *An Outlaw's Wrath* is the second book of *The Jesse James Archives*. Scheduled to ship in June 2017.

WCS 991899005\$9.99



ANTHOLOGY

Blood drenches the sands of the Wild West as the promise of a new age dies, screaming its last breath into an uncaring night. An ancient evil has arisen in the western territories, calling countless people with a siren song of technology and promises of power and glory the likes of which the world has never known. Forces move into the deserts, some answering the call, others desperate to destroy the evil before it can end all life on Earth. Set in an alternate history Wild West, the stories in this anthology feature exciting and deadly adventures. Jesse James, Pat Garrett, Doctor Carpathian and many other vicious characters take part in these action-packed tales of a world gone mad with the lust for power and riches.

WCS 991899011\$9.99



BASTION

Tucked deep within the Rocky Mountains of the old west lies a hidden stronghold. Protected by ice and rock among the lands of the Warrior Nation stands a fortress known as the Acropolis. The men and women that call it home belong to an elite group known as the Holy Order of Man. They are a society as old as civilization itself, devoted to safeguarding mankind from the evils of the Dark Council and the horrors they bring. With the country destroying itself from within, a young man by the name of Giovanni Varro has been called upon to join in this epic fight. His journey to become a member of the Holy Order will be long and difficult with no guarantee of success. Will this young recruit live long enough to earn his rank, or will his treacherous path destroy him before he succeeds?

WCS 991899007\$9.99

BARRICADE TERRAIN (BAGS OF GOLD)

WCS 991399009\$9.99

BARRICADE TERRAIN (CRATES AND RJ-1027 CONTAINER)

WCS 991399013\$12.99

BARRICADE TERRAIN (FENCE AND RJ-1027 CONTAINER)

WCS 991399012.....\$9.99

BARRICADE TERRAIN (GOLD BARS)

WCS 991399008.....\$9.99

BARRICADE TERRAIN (MINECART)

WCS 991399011.....\$9.99

BARRICADE TERRAIN SET 1

WCS 991399001.....\$38.99

BARRICADE TERRAIN SET 2

WCS 991399002.....\$53.99

BARRICADE TERRAIN (WOOD PILE)

WCS 991399010.....\$9.99

COFFIN & CRATE SET (3X PIECES)

WCS 991399014.....\$12.99



CONCEPT ART BOOK

Explore the concepts behind the *Wild West Exodus* miniatures with this fantastic art book.

WCS 991899003.....\$37.99



CONFEDERATE REBELLION BEN HAMILTON (UNDERBOSS)

WCS 161111001.....\$12.99



CONFEDERATE REBELLION BUFORD NASH (SIDEKICK)

WCS 161112001.....\$11.99

CONFEDERATE REBELLION CAPTAIN WILLIAMS (SIDEKICK)

WCS 161112003.....\$12.99



CONFEDERATE REBELLION CORPORAL FRANKLYN (SIDEKICK)

WCS 161112002.....\$12.99



CONFEDERATE REBELLION LADY OF THE WEST - SGT BELLE WILSON

WCS 161112006.....\$12.99



CONFEDERATE REBELLION SCOUTS (HIRED HANDS)

WCS 161013003.....\$24.99



CONFEDERATE REBELLION SCOUT WITH TWIN SLUG LAUNCHER (LIGHT SUPPORT)

WCS 161114001.....\$9.99



CONFEDERATE REBELLION STARTER BOX

WCS 162099001.....\$44.99



CONFEDERATE REBELLION STONEWALL JACKSON (BOSS)

WCS 161110001.....\$12.99



CONFEDERATE REBELLION TERMINATOR (SIDEKICK)

WCS 161112005.....\$27.99

CONFEDERATE REBELLION WILLIAM QUANTRILL (BOSS)

WCS 161110002.....\$24.99

DARK NATION BIG HORN (BOSS)

WCS 171110002.....\$26.99



DARK NATION LADY OF THE WEST - NECRATU

WCS 171112004.....\$12.99

DARK NATION LITTLE FOOT (SIDEKICK)

WCS 171112001.....\$13.99



DARK NATION SAVAGES (HIRED HANDS)

WCS 171013003.....\$24.99



DARK NATION SAVAGE WITH HEAVY ELECTROCOIL (LIGHT SUPPORT)

WCS 171114001.....\$9.99

DARK NATION SKINWALKER (SIDEKICK)

WCS 171112003.....\$16.99

DARK NATION STARTER BOX

WCS 172099001.....\$44.99



DARK NATION TAINTED WALKS LOOKING (BOSS)

WCS 171110001.....\$18.99

DARK NATION TRAITOR J.H. BENNETT (UNDERBOSS)

WCS 171111001.....\$12.99

DARK NATION TREEWALKER (SIDEKICK)

WCS 171112002.....\$13.99



DARK NATION WINDIGO (HEAVY SUPPORT)

WCS 171116001.....\$62.99

ENLIGHTENED ABOMINATIONS BOX (HIRED HANDS)

WCS 101013004.....\$24.99



ENLIGHTENED CONSTRUCT WITH PHONIC BLASTER (LIGHT SUPPORT)

WCS 101114001.....\$9.99



**ENLIGHTENED CONSTRUCT WITH
SHOTGUN (LIGHT SUPPORT)**
WCS 101114002.....\$9.99



**ENLIGHTENED
DR. CARPATHIAN (BOSS)**
WCS 101110001.....\$12.99



**ENLIGHTENED JOHN YOUNGER
(SIDEKICK)**
WCS 101112005.....\$13.99



ENLIGHTENED STARTER BOX
WCS 102099001.....\$44.99



**ENLIGHTENED CREATION 13
(SIDEKICK)**
WCS 101112001.....\$18.99



**ENLIGHTENED ENLIGHTENED IRON
HORSE (LIGHT SUPPORT)**
WCS 101115000.....\$19.99

**ENLIGHTENED J.P. SMITH &
CREATION #5 (2 MODEL SET)
(SIDEKICK)**
WCS 101112006.....\$32.99



**ENLIGHTENED KYLE THE
BLACK (SIDEKICK)**
WCS 101112004.....\$18.99



**ENLIGHTENED USHI & TENSHI YI
(2 MODEL SET) (SIDEKICK)**
WCS 101112011.....\$21.99



**ENLIGHTENED CREATION 7
(UNDERBOSS)**
WCS 101111002.....\$21.99



ENLIGHTENED F.R. CAYM (BOSS)
WCS 101110005.....\$17.99



**ENLIGHTENED LADY OF
THE WEST - MANTIS**
WCS 101112012.....\$12.99

ENLIGHTENED USHI YI (SIDEKICK)
WCS 101112009.....\$9.99

**ENLIGHTENED VIRGIL EARP
(BOSS/UNDERBOSS)**
WCS 101110004.....\$12.99



**ENLIGHTENED DIETER KAUFMANN
(SIDEKICK)**
WCS 101112002.....\$11.99



ENLIGHTENED HARMONY RATCHET
WCS 101112013.....\$12.99

**ENLIGHTENED LEGENDARY
CARPATHIAN (BOSS)**
WCS 101110006.....\$26.99



**ENLIGHTENED VLAD URSUL
(UNDERBOSS)**
WCS 101111003.....\$11.99



**ENLIGHTENED DR. CARPATHIAN
(ALTERNATE SCULPT) (BOSS)**
WCS 101110002.....\$12.99



**ENLIGHTENED HELLION
(SIDEKICK)**
WCS 101112007.....\$18.99



**ENLIGHTENED MISTY MIMMS
(SIDEKICK)**
WCS 101112008.....\$9.99

**ENLIGHTENED MONOCAY
(LIGHT SUPPORT)**
WCS 101115002.....\$24.99

**ENLIGHTENED SCHULTZ
KAUFMANN (SIDEKICK)**
WCS 101112003.....\$11.99



HEAVY RAIL: A GRAPHIC NOVEL
WCS 991899010.....\$18.99

**HEAVY SUPPORT MASSIVE
BASE (1 PIECE)**
WCS 991799013.....\$3.99



HOLY ORDER OF MAN ALTCAP ORON (UNDERBOSS)
WCS 151111001.....\$19.99

HOLY ORDER OF MAN ALTCAP SIRAJ (UNDERBOSS)
WCS 151111002.....\$21.99

HOLY ORDER OF MAN LADY OF THE WEST - MIMREG HELIOS
WCS 151112004.....\$12.99



HOLY ORDER OF MAN MIMREG BRAN (SIDEKICK)
WCS 151112002.....\$11.99

HOLY ORDER OF MAN MIMREG SALTO WITH PORTALS (3 MODEL SET)(SIDEKICK/HIRED HANDS)
WCS 151112003.....\$28.99

HOLY ORDER OF MAN MIMREG ZAIN (SIDEKICK)
WCS 151112001.....\$16.99



HOLY ORDER OF MAN PORTALS (2 MODEL SET) (HIRED HANDS)
WCS 151113004.....\$19.99

HOLY ORDER OF MAN SIRCAN ABNER (BOSS)
WCS 151110001.....\$13.99

HOLY ORDER OF MAN SIRCAN NURA (BOSS)
WCS 151110002.....\$13.99



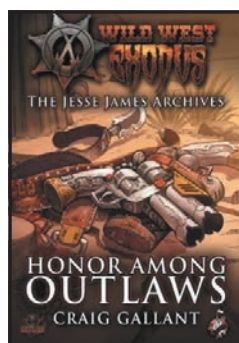
HOLY ORDER OF MAN SPEAR OF LIGHT (LIGHT SUPPORT)
WCS 151115000.....\$16.99

HOLY ORDER OF MAN SPICA BOX (HIRED HANDS)
WCS 151013003.....\$24.99

HOLY ORDER OF MAN STARTER BOX
WCS 152099001.....\$44.99



HOLY ORDER OF MAN TUMBLER (LIGHT SUPPORT)
WCS 151115001.....\$32.99



HONOR AMONG OUTLAWS (THE JESSE JAMES ARCHIVES)
In an alternate history twisted through the evil influence of strange, mysterious creatures, the greatest figures of American history battle for dominance and control of a war-torn nation. High tech machines and weapons dominate the land as the world changes daily with each new invention. Amidst this clash of giants, two lone outlaws, Jesse James and William 'Billy the Kid' Bonnie, strive for recognition and their share of the glory, struggling for their place on the national stage.
WCS 991899004.....\$9.99

IRONHIDE WHEEL SET (4-PACK)
WCS 991499005.....\$3.99

IRON HORSE CHARGING STATION (3 PACK)
WCS 991399006.....\$36.99



IRON HORSE CHARGING STATION (SINGLE)
WCS 991399016.....\$13.99



IRON HORSE WRECK BARRICADE
WCS 991399018.....\$11.99

LARGE BASES (10 PACK)
WCS 991799011.....\$14.99

LARGE BASES (3 PACK)
WCS 991799005.....\$6.99



LAST ROUNDUP (1ST EDITION CARD DECK)
WCS 991599005.....\$31.99

LAWMEN DEPUTIES BOX (HIRED HANDS)
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In the twilight years of the Nineteenth Century, mankind is perched upon a new age of discovery and enlightenment. But, beneath the hope and optimism, a rising darkness taints the air, touching the heart of every man, woman, and child. The United States has clawed its way out of a terrible civil war, but the wounds are deep. The nation now finds itself poised on the edge of ruin, the agony of division eating at its very marrow. Into this dark time a light of hope emerges, carried from the Old World by Dr. Burson Carpathian, scientist, visionary, and would-be savior. But, Dr. Carpathian, too, follows a path laid out for him by the darkest of powers: a force of remorseless corruption. The Dark Council. Under the influence of these mysterious strangers, the men and women of this terrible new age struggle with every fibre of their being, clawing for the last scrap of victory. There is no certain future as a continent is torn apart, each isolated faction struggling to maintain their share of power beneath the gathering darkness. *Wild West Exodus* is a dynamic, fast-paced, semi-skirmish miniatures game in a world very much like our own, but twisted by the forces of deepest evil.
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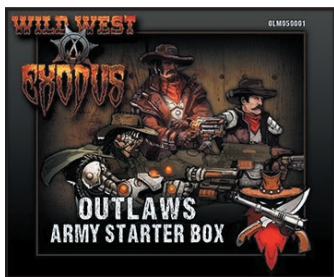
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Ex-Confederate officer Captain Marcus Wayward and his infamous "Eight" are on a deadly mission. The Union has contracted them to find and kill the most notorious scientist in the world; Doctor Burson Carpathian, who resides somewhere in the forested interior of Arizona. Carpathian is protected by an undead horde of his own construction, and powered by the miracle fuel RJ-1027, they will defend him to the death. The chance for Wayward and his mercenaries to acquire fame, fortune, and immortality on such a mission is too great to refuse!
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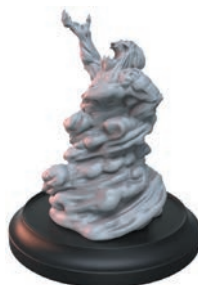
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WINNING MOVES GAMES



BRYNK
Will you be able to place your pieces on the teeter-tottering base and get it to stay? Or will you upset the balance and watch as it all comes crashing down in front of you? Scheduled to ship in March 2017.
WIN 1200.....PI



CRANIUM CADOO

The original version is back by popular demand and today's kids will be puzzling, sketching, sculpting, acting, and code-cracking with *Cranium Cadoo*! Scheduled to ship in April 2017.

WIN 1207 PI



GAME OF THE STATES

Can you sell the most from Coast to Coast? In *Game of the States*, learn all about the United States by racing trucks across country, buying and selling goods along the way. Scheduled to ship in April 2017.

WIN 1206 PI



MOOSE CABOOSE

Four trains full of happy animals are chugging off on an adventure. The player who collects the most animal cards by matching colors wins in this fun-filled, animal train game! Scheduled to ship in March 2017.

WIN 1197 PI



NIBBLED

Unclip all your fish in *Nibbled*! Guess a color - flip a card. Guess correctly - unclip one fish and clip it onto an opponent. Scheduled to ship in April 2017.

WIN 1205 PI



PASS THE PIGS: BIG PIGS

These fabulous, oversized, foam swines can hit all the pig poses that their little pig dice cousins do! Rack up points by rolling the pig-dice - but be careful not to "Pig Out." Scheduled to ship in March 2017.

WIN 1199 PI



RUBIK'S BUILD IT SOLVE IT

Ever wanted to know how a *Rubik's Cube* is made? Now you can make your own and learn how to solve it at the same time! Scheduled to ship in May 2017.

WIN 5034 PI



RUBIK'S JUNIOR BEAR

A "Puzzling Pal" for young cubers, the easy-to-grip Bear is much simpler than the original *Rubik's Cube* and will entertain kids with every twist and turn! Scheduled to ship in May 2017.

WIN 5030 PI



RUBIK'S TRIAMID

Triamid is a triangular *Rubik's* puzzle - but, with some key differences. There are 10 individual pieces, four joining sections, and four colorful sides that need to be solved. Scheduled to ship in May 2017.

WIN 5033 PI



THE ORIGINAL RUBIK'S CUBE

Rubik's Cube, the world's most famous puzzle, is the still the best selling puzzle of all time! And now, it's offered in its original packaging! Scheduled to ship in May 2017.

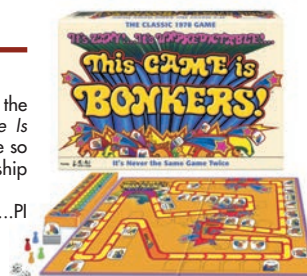
WIN 5031 PI



SUNK!

Drip, Drip, Drip...if it Sinks, You're Sunk! In this unique social, skill, and action game, your task is to add water - one drop at a time - to the cup floating in the water-filled Sunk tank, without causing it to sink. Scheduled to ship in April 2017.

WIN 1208 PI



THIS GAME IS BONKERS

It's Zany! It's Unpredictable! Inspired by the classic 1978 version, players in *This Game Is Bonkers* "build" a new track with each game so it's never the same game twice. Scheduled to ship in April 2017.

WIN 1204 PI

WIZARDS OF THE COAST



FEATURED ITEM

MAGIC

The Gathering

MAGIC THE GATHERING CCG: HOUR OF DEVASTATION

Unleash Your Endgame! The second 184-card expansion in the *Amonkhet* block for *Magic: The Gathering*, *Hour of Devastation* is introduced in Planeswalker Decks, Bundle Packs, and Booster Displays.

BOOSTER DISPLAY (36) WOC C13540000 \$143.64

BUNDLE WOC C13560000 \$42.99

PLANESWALKER DECK DISPLAY (6) WOC C13570000 \$89.94

WIZKIDS/NECA



FEATURED ITEM

WIZKIDS™

BOARD GAMES

APPROACHING DAWN THE WITCHING HOUR

Enter a World of Witches and Demons! In *Approaching Dawn: The Witching Hour*, players are members of a coven who are blood bound: what one witch does affects another member of the coven. While Black magic begets corruption - a bane to other members - White magic can heal your own corruption. However, both types of magic must be used in tandem to bind and banish the demons, imps, fey, possessed animals, and warlocks entering our world! Scheduled to ship in August 2017.

WZK 72932 \$59.99



FEATURED ITEM

**DC HEROCLIX: 15TH ANNIVERSARY DICE AND TOKEN PACK**

The DC Comics HeroClix: 15th Anniversary Dice & Token Pack contains two custom dice featuring a special icon to celebrate the 15th Anniversary of DC Comics HeroClix, plus six action tokens themed around Elseworlds' versions of popular DC characters including Batman, Superman, Wonder Woman, Green Lantern, and the Flash! Scheduled to ship in July 2017.

WZK 72876 \$9.99



FEATURED ITEM

WIZK!DS™**BOARD GAMES****DUNGEON HUSTLE**

In this fast-paced dungeon crawl, archetypal characters hustle through dungeon room cards with printed symbols scryed on them. A hustle ends when you step onto a room card with a different colored symbol: but, you can claim all the room cards with the same colored symbols you hustled through. These symbols are used to fight off monsters, purchase trinkets, treasures, and artifacts, and fulfill quests. Scheduled to ship in August 2017.

WZK 72931 \$24.99



FEATURED ITEM

DUNGEONS & DRAGONS**DUNGEONS & DRAGONS FANTASY MINIATURES: ICONS OF THE REALMS SET 7 BOOSTER BRICK (8)**

Collect all 55 figures from D&D Icons of the Realms Miniatures: Booster Brick Set 7, featuring randomly sorted monsters and heroes from the world of Dungeons & Dragons' Forgotten Realms. Scheduled to ship in July 2017.

WZK 72871 \$127.92



FEATURED ITEM

**DUNGEONS & DRAGONS MIND FLAYER TROPHY PLAQUE**

Take on one of the most feared beings in the Forgotten Realms and display your greatest achievement with the Mind Flayer Trophy Plaque. With four tentacles protruding from its octopus-like head, the Mind Flayer Trophy Plaque is crafted from foam rubber and latex that's carefully hand painted for realistic detail, and comes with everything you need to mount this impressive (and foreboding) specimen to your

wall. The box is 33" x 20" x 25.5" and weighs approximately 31 pounds. Scheduled to ship in May 2017.

WZK 72926 \$320.00



FEATURED ITEM

MARVEL**DICE MASTERS****MARVEL DICE MASTERS: SPIDER-MAN MAXIMUM CARNAGE TEAM PACK**

The Marvel Dice Masters: SpiderMan Maximum Carnage Team Pack features Spider-Man, Venom, and some of the villains they combated during the "Maximum Carnage" storyline, including the first-ever appearances of Shriek and Spider-Man's Doppelganger in Dice Masters! Each Team Pack comes with 24 cards and 16 dice.

WZK 72523 \$9.99



FEATURED ITEM

MARVEL**WHAT IF...****HEROCLIX****MARVEL HEROCLIX: 15TH ANNIVERSARY DICE AND TOKEN PACK**

The Marvel HeroClix: 15th Anniversary Dice & Token Pack contains two custom dice featuring a special icon to celebrate the 15th Anniversary of Marvel HeroClix, plus six action tokens with What If... versions of popular Marvel characters including Iron Man, Captain America, SpiderMan, Daredevil, and the Punisher. Scheduled to ship in May 2017.

WZK 72875 \$9.99



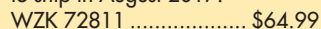
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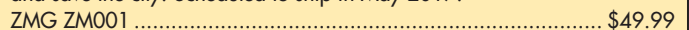
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FEATURED ITEM





FAMILY BUSINESS

MFG 4401 \$15.00 | Available Now!

In the 1920's, Prohibition wracked the United States and gave rise to new and more violent criminal enterprises bent on satisfying the public's now illegal desire for alcohol. In 1989, Mayfair Games brought *Family Business*, an exciting new card game set in this period, to print for the first time. And now, in 2017, this enduring classic will be gunning its way back into print and onto your gaming tables and store shelves, and into your hearts once again. For fans both old and new of this simple, yet endlessly entertaining game, let's have a look at what makes *Family Business* such a classic game.

Family Business is a light-hearted game of mob warfare that pits up to six mob families against each other. The families are a Who's Who of Prohibition mob superstars: the Capone Mob, Murder Inc., the New York Mob, the Moran Gang, the Purple Gang, and the Bank Robbers. These families begin the game at peace, but soon enough, tensions will rise to the boiling point. One by one, mobsters will be placed on "the hit list" and lined up against the game box, which looks like a wall, reminiscent of the historic Valentine's Day Massacre. In fact, we recommend you place the two halves of the box, one on top of the other, so the first mobster on the hit list stands up against the wall!

Eventually, something will spark a mob war. It might be a player playing an Ambush or Vendetta card, causing two mobsters on the hit list to die each turn. Alternatively, if there are six or more mobsters on the hit list, or six or fewer mobsters left in the game, a mob war can also start, with one mobster dying each turn. The war continues until someone plays a Truce card, or there are no more mobsters left on the hit list.

How do players wind up on the hit list? Every turn, the active player plays one action card, then draws one card to replace the

card they just played. A "Contract", one of the most basic cards in the game, will add a mobster to the hit list. This can be played whether the families are at peace or at war. Either way, the target of the contract will add a mobster of their choice to the hit list. There's also the "Priority Contract", which places a mobster first on the hit list, right up against the wall. Finally, there's the dreaded "Double Cross" which lets you take a mobster from every opponent and add them to the hit list.

Family Business also features counter and rescue cards that can help keep your family safe from your rivals. For example, "Take it on the Lam," "Police Protection," and "Pay Off" let you remove one or more mobsters from the hit list. More sinister cards can also help you rescue a member of your family, such as "Substitution," which allows you to switch a member of your family with another mobster on the hit list. And "Intrigue," which allows you to reorder the hit list as you please.

Counter cards are the only cards in the game that can be played on another player's turn. These cards are another way to cancel or reverse cards played against your family. For example, "Mob Power" can reverse any contract, forcing the family that played the contract to add one of their own mobsters to the wall.

In the end, there can be only one. Once there are six or fewer mobsters remaining, *Family Business* enters a never-ending state of mob war. The game ends when all the families, but one, have been wiped out. The last

family with a mobster in play, even if that mobster is currently on the hit list, is the winner! Remember, in *Family Business*, it's not personal, just business. Not to mention lots of fun!

About Family Business: *Family Business* was designed by David B. Bromley. The game is intended for 2-6 players, ages 8 and up. Games take approximately 30-minutes to play.

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ORDER SERGEANTS:

THE INFANTRY OF GOD

AN ARTICLE BY GUTIER LUSQUÍÑOS. EDITED BY JEREMY BRECKBILL.

The PanOceania servopowered knights are one of the most remarkable icons of the Infinity Universe. They even have their own Sectorial Army, the PanOceania Military Orders, where the knights are the spearhead of the combat force. However, the backbone of this Sectorial Army are the Order Sergeants, the foot soldiers of God.

The Order Sergeants are select troopers ready to support the actions of the PanOceania knights. In times of Crusade, like the present one with the Combined Army at the gates of the Human Sphere, these reduced units are nourished by volunteers from other PanOceania regiments who are attracted by the action, the faith, and the glory.

The Regiments of Brother Sergeants form around a core of experienced veterans who, in the way of specialized military experts, reinforce the other troops of the Order. In the operational organization chart, the Specialist Sergeants carry out tactical support tasks or advance force functions, depending on mission specifications.

Due to the different tactical roles the Order Sergeants play in the Military Order combat forces, PanOceania players usually need some of them for their army lists. This is especially true after the release of the Human Sphere N3 book, when they gained new troop profiles. You can find the Order Sergeants in the Military Order Sectorial Starter Pack, in the single model blister of the Spitfire Order Sergeant, and in the recently

released Order Sergeants unit box. This new pack contains the models needed to field the new profiles, providing the Hacker and the Heavy Rocket Launcher Sergeants to complete a Fireteam, as well as the models needed to field a unit Synchronized with an Auxbot, whether the basic patrolling one or the fire support one.

Thanks to this latest release, PanOceania players can now deploy every profile option this unit has onto the game table. Finally, the time has come for the Order Sergeants to reveal the true reason of their combat effectiveness: not only better training or better weapons, but also an implacable faith. The Order Sergeants know unquestionably that they are the foot soldiers of God, the true messengers of His Divine Wrath.



"MILES CHRISTI" (SOLDIERS OF GOD). DEVICE OF THE ORDER SERGEANTS.

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HOTSHOTS

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Smoke fills the sky and flames climb to the tops of towering trees. The thundering roar of the fire is interrupted with shouts from firefighters as they try to outflank the inferno. Suddenly, the wind shifts and the fire changes direction. New trees catch alight, and the blaze increases!

This is the setting for Fireside's newest cooperative game *Hotshots*, in which 1 to 4 players take on the role of crewmembers of an elite wildland firefighting team battling a raging forest fire. Players must put out the fire before eight tiles are scorched or the Fire Camp tile scorches.

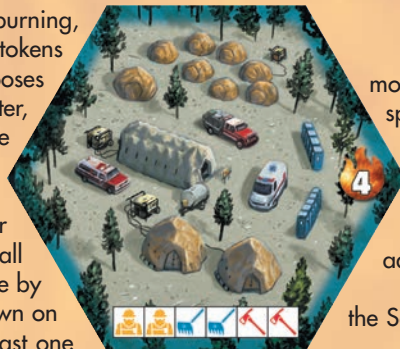
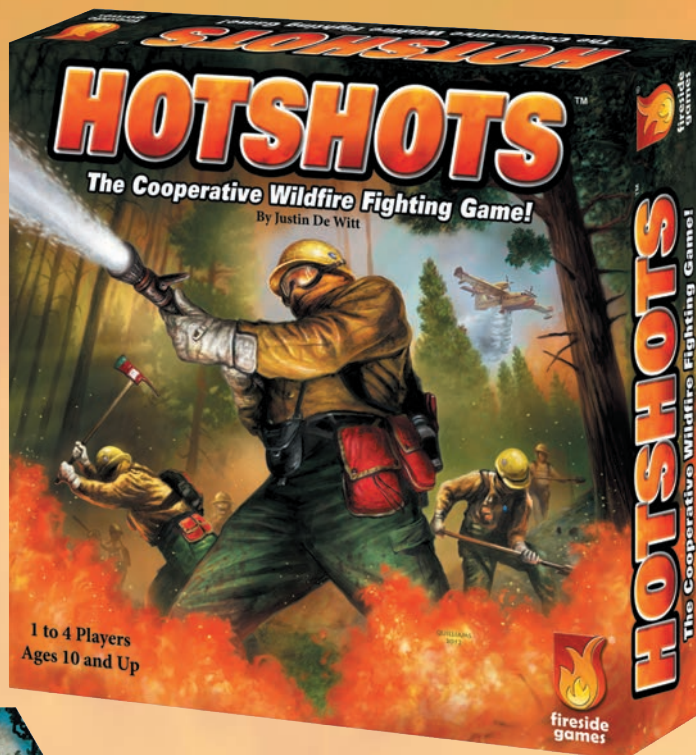
At the heart of *Hotshots* is a press-your-luck dice mechanic. Players try to roll matching symbols to beat the fire, but failure causes the fire to grow. The board is made up of 19 different hexagonal Terrain tiles that are randomly arranged to create the forest. Each Terrain tile has a unique combination of six symbols on it that must be rolled on the Firefighting dice to beat back the fire. Each tile also has a scorch limit that indicates how many flames will cause that tile to scorch and be lost from the game. Many tiles also have special effects, some of which are active as long as the tile is in play and help the players, while others have effects that only trigger when a tile is scorched and makes the battle harder.

The game begins with six tiles burning, indicated by placing the plastic flame tokens on the starting tiles. Each player chooses one of four characters (Crew Boss, Spotter, Swamper, and Sawyer), each with unique abilities, and places that firefighter token on the Fire Camp.

On their turn, players move their firefighter to a burning tile, and then roll all six Firefighting dice and try to fight the fire by matching the combination of symbols shown on the burning tile. If a player matches at least one die to the combination shown on the tile, they can press their luck and keep rolling, or decide to stop and keep their results. The more symbols that are matched, the better the rewards. But, if a roll results in no matching symbols, that player fails to contain the fire and an additional flame token is added.

Matching three dice allows the player to put down a Firebreak token, preventing the fire from spreading in the blocked direction. Matching four dice removes one flame from the tile, while Matching five dice removes two flames and lets the player take a Reward token from a facedown pile. Reward tokens can be spent on later turns to help the players. Matching all six dice grants the most rewards by removing three flame tokens and giving the player both a Reward token and a Firebreak token. For every other firefighter on the same tile, a player gains one Support. Support allows a player to avoid the penalty for failing to match at least one symbol on a roll of the dice.

After fighting the fire, the current player draws a Fire card, which controls how the fire grows and spreads. Burning fires will become



more intense by adding additional Flame tokens. Fires will spread to other tiles through Embers or by the wind blowing.

When the wind blows, it spreads new fires from existing ones in the direction indicated by the Wind marker on the Fire Camp tile. The wind will change direction, so players will need to plan for the unexpected, use the terrain to their advantage, and cooperate in order to beat back the flames.

Any time the number of Flame tokens equals or exceeds the Scorch limit shown, that tile Scorches and is flipped over to reveal a charred landscape, then spreads additional fire to adjacent tiles. If eight tiles become scorched, or if the Fire Camp tile is ever scorched, the game ends and the players lose. When a player moves to the Air Attack Base tile, they can bring Vehicle tokens into play. The Air Tanker, Helicopter, and Brush Rig will remove Flame tokens and build chains of Firebreaks anywhere on the board, but each vehicle can only be used once, so timing is crucial.

The modular tiles and unpredictable fire behavior means that every game of *Hotshots* will be different, which provides a lot of replayability. The rulebook

even includes alternate tile setups based on National Parks, as well as rules for solitaire play, and more. This highly thematic game plays in about an hour and will hit stores May 31. If you think you're up for the challenge, gather your friends and see if you can beat the heat!

...

Justin De Witt is the Chief Creative Officer and co-owner of Fireside Games with his wife and CEO, Anne-Marie De Witt. His previous designs include *Castle Panic*, *The Wizard's Tower*, *Star Trek Panic*, and *Dastardly Dirigibles*.





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STUFF AND NONSENSE



STUFF AND NONSENSE

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A foggy day in London Town.

That nattering dandy, Professor Elemental, has been regaling the folks at the London Adventurer's Club with tales of high adventure. His travels in the South Pole. His conquest of Everest. His battle with savage tribes deep in the African jungle. His talking monkey captured in the heart of the Amazon.

But secretly, you know the old dog for what he is: a tawdry, second-rate liar. He spins wild tales from thin air and spider silk, bolstered by cheap tricks, worthless trinkets, and stolen stories. It's all stuff and nonsense.

And now that you've learned his game, you'd like to play it too.

Stuff and Nonsense is a game of low adventure from James Ernest and Cheapass Games. You and your opponents compete to become the world's most renowned explorers — without ever leaving the safety of London.

Players move around the map collecting different items to support their stories. You'll haunt cafes and pubs, eavesdropping on other explorer's tales of fascinating comrades-in-arms and nail-biting anecdotes, and make them your own. Perhaps you were chased by bears, "nature's killing machines and mankind's fiercest natural enemy." The scar you received chasing the nightlife in Billingsgate may just as well have come from running through sawgrass, which "cuts one's legs like a thousand sweet-smelling knives."

You'll frequent the antique mall, gift store, and junk shop to collect artifacts, photographs, and specimens as tangible proof of your exploits. Perhaps you'll procure a poison dart gun, armed with psychotropic poison made from the skin of a rare and beautiful tree frog. (Unfortunately, no frogs or darts survived your return trip.) Alternately, you could discover a photograph of a giant snake, shown next to an equally giant pencil. (Pencils from that region commonly measure around a hundred feet long.)

You'll need to match your lies to what you find. For example, it's unlikely that you crafted a necklace of shark teeth while climbing Mount Everest. However, it's entirely plausible you ran across Tobias Wetherbee while trekking through the Amazon rainforest. (Wetherbee was a master of six languages, rock climbing, sports wagering, and the identification of exotic birds before his tragic, but entertaining death.)

When you're ready to spin your tale of fantastic adventure, you'll step into the Adventurer's Club, and regale your fellow explorers with a wondrous tale (drawn from the flavorful card text or your own prodigious imagination). Different cards and destinations are worth

different amounts of points, and destinations can change in value over the course of the game as they move in and out of vogue.

The only real danger that you will face on your journey is Professor Elemental, himself, who's not at all impressed that you're stealing his bit. The Professor stalks the back streets of London, waiting to pounce on his careless imitators. If he lands on you, he'll collect a bribe in cards or points, then send you on your way.

"*Stuff and Nonsense* from Cheapass Games takes gentlemanly adventuring and turns it on its ear," touts Jeff Provine, game reviewer at Blogcritics. "With its strong theme, it offers Steampunk and Victoriana fans a great time telling wild tales in haughty accents of how they were swallowed by a whale, yet survived with a handy oxygen tank and climbed their way out only to meet mermaids... if only that blasted photograph hadn't have gotten wet!"

"I enjoy the laughter and fun that can be had with *Stuff and Nonsense*... It's light, fun, and — best of all — portable enough to play anywhere," boasts Jonathan Nelson, reviewer for Gaming Bits. "I recommend it. The next great adventurer could be you."

Stuff and Nonsense is a card game for two-six players for ages twelve and up, and takes around 40-minutes to play. It includes 100 cards, six player pawns, one Professor Elemental pawn, one 6-sided die, and clear, concise rules. Like most Cheapass Games, it's printed in the USA.

Look for a special *Stuff & Nonsense* sticker proclaiming your conquest of Mount Everest in this issue of GTM!

INSPIRED TO TAKE A FAKE ADVENTURE OF YOUR OWN?

Shoot us an email with a one- or two-sentence of your noteworthy and completely believable adventure, along with a picture to "prove" it, by April 31st. You could win a copy of the game along with whatever promos are lying around the Cheapass office. Obviously photo-shopped pictures and blatant lies about random tchotchkes are encouraged. Visit <http://www.cheapass.com/low-adventure> for more details.

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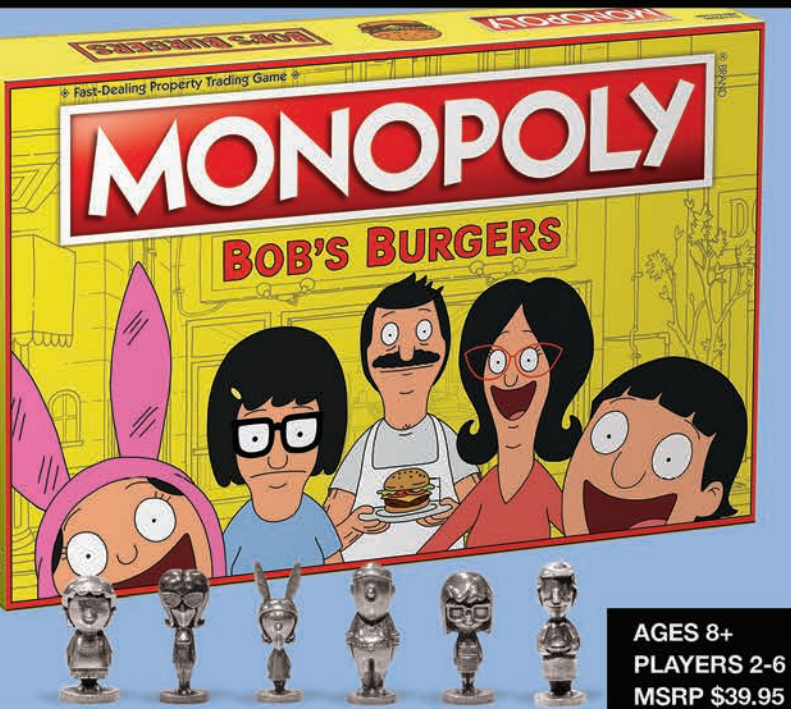
Our villain, Professor Elemental, is a real-life, Steampunk-flavored chap-hop artist and adventurer from Brighton, UK. Learn more about him and his endeavors at <https://www.professorelemental.com/> or follow him on Facebook (<https://www.facebook.com/ProfessorElemental/>) and Twitter (https://twitter.com/prof_elemental).



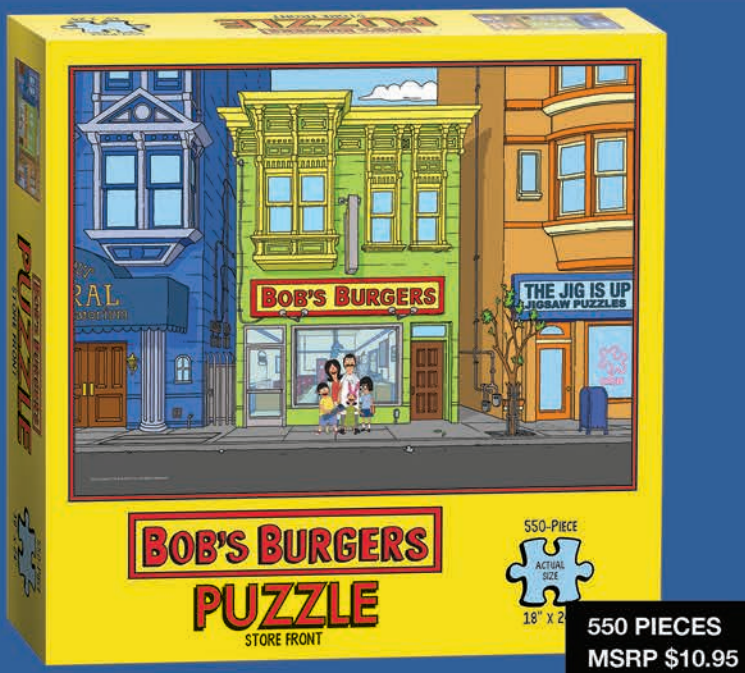
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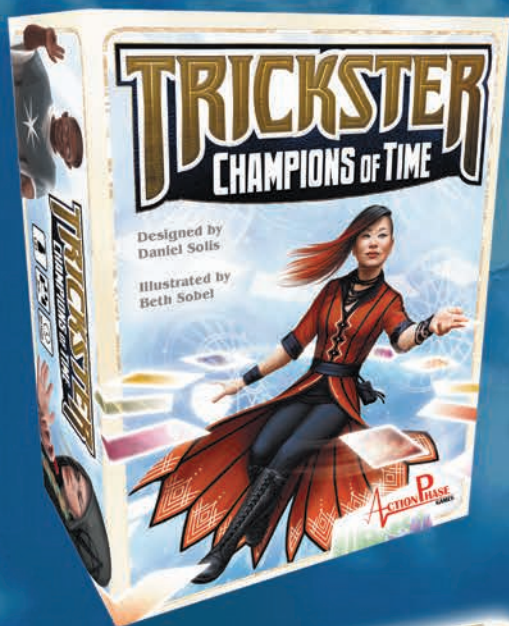


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Available June 2017!

Across all of space and time, the Tricksters play their games. Only a cunning few are aware of the mischief they wreak. At long last, these champions have united with a sole purpose: to put an end to these nuisances once and for all!

Trickster is a trick-taking game of multi-dimensional mischief like no other. Featuring a multitude of colorful heroes, each with unique abilities, no two games will ever be the same! Only the wildest Trickster will thwart the others and live to trick another day!

In *Trickster*, player's must get their rivals in trouble while dodging the blame. Tricksters (the players) will manipulate heroes from seven different dimensions, while working to dodge their troublesome adversaries.

Players may use the beginner deck to learn the overall basic effects that move cards around the table or try their hand at the strategist deck for more mindful, long-term play. Varying the hero combinations will make each game unique. Once familiar with the hero cards, there are a few ways to construct hero decks for variety. Shuffle the white randomizer cards together and randomly draw seven heroes, or lay all white cards face up for players to assemble a deck through drafting. From Steampunk to Cyberpunk to Post-Apocalyptic, the heroes decks are built from realms far and wide!

Trickster offers a large array of characters with unique abilities that alter game play. First up, we have a doctor in the house! Strong, intelligent, and masterful, The Doctor is a quarantine specialist. The Doctor has the ability to move a card from any opponent's Tableau to any player's hand. Next, we have the soldier, whose bravery and take-charge attitude serves them well. The Soldier has the ability to move a card from your hand to any opponent's Tableau. Lastly, the nomad roams around with purpose and a plan. It's been said that not all who wander are lost. The Nomad has the ability to move a card from an opponent's Tableau to your Tableau. All of the heroes serve a distinct and notable purpose to aid the players. These are just a few of the heroes ready to outsmart the wily tricksters. Mixing the hero cards each game will ensure your experience will never be the same!

Each turn, the leader will play a card to start the trick. The leader will place one card from their hand to the pot. Players *must* apply the Hero's card effects if they're able to be used. The player to the left becomes the Trickster, setting the stage for the remainder of the trick. The Trickster may play the same card suit, the same Hero suit, or play a different Hero or suit altogether from the leader. Whichever suit the Trickster chooses, the subsequent player's must play a card to follow the pattern set by the Trickster. If you can legally play a card, you must play it and use the hero's effect if able. If the effect is impossible to use, then it's ignored.

There are two different ways for the trick to end. A player who cannot legally play a card busts. The player who busts collects the cards from the pot and adds them, face up, to their Tableau. OR, if all players legally played one card during the round, the Trickster busts. The Trickster then collects all of the cards and adds them to their Tableau.

The round ends when a trick leaves one or more players with no cards remaining in their hand. Any players with cards in hand must add them to their personal Tableau, grouping the Hero cards according to suit. Next, player's score Trouble Points for each card in their Tableau. The player who has more cards of a suit than any other player doesn't score Trouble Points for those cards. Ties don't count during scoring. One player *must* have more of a suit than each other player.

The game ends after three rounds have been completed. Avoid ending up with the most heroes in your Tableau. Players establish their final score by adding Trouble Points together from each round. The player with the lowest point total is declared the winner!

Trickster comes to us from Daniel Solis, the extraordinary talent behind *Kodama*. *Trickster* is beautifully illustrated by Beth Sobel, (*Lanterns: the Harvest Festival*, *World's Fair 1893*, *Viticulture*) bringing to life the rich and colorful worlds of the multiverse depicted on the Hero Cards.



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TRICKS OF THE GAME TRADE

by Jon Leitheusser



ENVIRONMENT AND EQUIPMENT

One way to surprise your players with something new and different is to take them out of their element, quite literally. With this in mind, Paizo's new *Pathfinder* campaign setting, *Aquatic Adventures*, might fit the bill. Heroes readily explore above and below ground, and even extraplanar, but rarely do they venture underwater. That's probably because it's easier to envision what dungeons, dark streets, and even other worlds look like, because they usually have terra firma to walk on. That's not true beneath the waves.

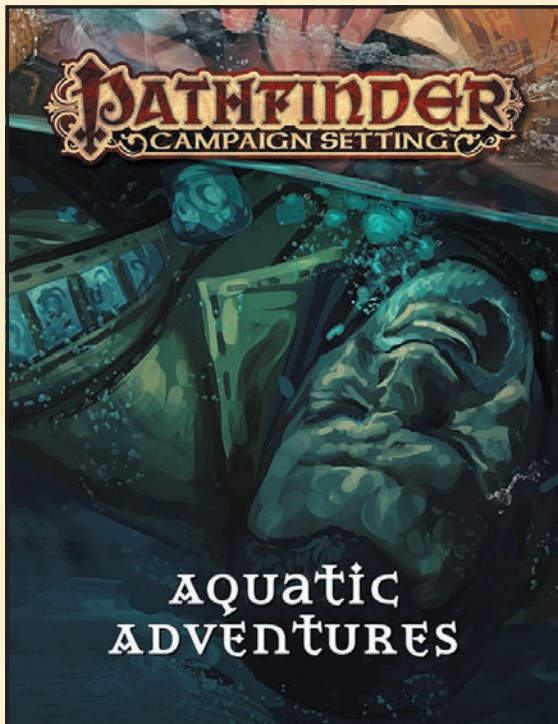
When you change the setting to something truly aquatic, you challenge the way players interact with their environment. They'll encounter problems they've never had to contend with, such as how to breathe, to eat, to travel, and to fight, plus, they'll be faced with monsters and other threats they've never seen before. All the knowledge they've gathered on solid footing won't help them in the deep.

In addition, because adventurers rarely go under water, GMs likely haven't given that part of their setting much thought. Thankfully, *Aquatic Adventures* tackles that for you. There are cities and nations under the sea, populated by merfolk, sahuagin, and other creatures rarely encountered above water. Unsurprisingly, there's also a lot of lost treasure, strange locations, and more for characters to explore.



STIR UP THE POT

Coming up with new challenges for your players can be difficult. In addition, for the players, overcoming those challenges can be tricky. That's why it's important to have the right tool for the job you want to do—whether you're talking about your role as Game Master or as a player. With that in mind, this month's column talks about changing things up on your players, ways for them to deal with those changes, and information about some books and supplements offered in this month's *GTM* that can make gaming more fun and interesting.



While the heroes are exploring, they'll run into new situations that call for specialized equipment. That's where the *Pathfinder Adventurer's Armory 2* comes in handy. Players usually love new gadgets and equipment, so this second installment in Paizo's popular *Adventurer's Armory* series with its new weapons, armor, gear, tool kits, alchemical supplies, and other equipment should give your players plenty to consider.

What's most interesting is that it includes some new rules for elements like improvised tools, ways to modify your weapons and

armor, and how to construct assistants, which sounds like they could be a lot of fun and offer characters like alchemists and wizards some interesting options.

CHANGE UP THE ADVERSARIES

Many fantasy campaigns concentrate on dungeon crawls or treks through the wilderness to provide adventure for the player characters. But you can spice up your game by changing the sorts of villains the characters have to deal with, and cults are excellent thorns in adventurer's sides. These organizations make for sinister adversaries because they're brimming with rabid zealots driven to achieve some mad or nefarious goal. Cults offer varying degrees of challenges—members can range from petty thugs and ruffians, to high priests and even demons, making it possible for them to threaten the PCs from the beginning of their careers until their inevitable retirement. They can be encountered almost anywhere, from the back alleys or high halls of the largest cities, to the darkest dungeons or most densely foliated wilderness. There's no limit where a cult can fester.



As mentioned previously, creating a cult with a strong theme and good motivation isn't easy. Thus, Kobold Press' *Demon Cults & Secret Societies* sheds light on 13 uniquely menacing cults to crash your party. Available for both 5th Edition and Pathfinder, *Demon Cults & Secret Societies* is the perfect toolkit for creating a new campaign or changing the focus of your game. If you've had your players' characters exploring dungeons for the last few levels, maybe it's time to take them into the city to fight an insidious cult bent on summoning foul creatures to help them take over the world! Variety is the spice of life, after all.

EYE STRAIN

If you're one of the many people who've picked up *The Dark Eye*, a roleplaying game that originates from Germany and has been around for decades, you may be interested in a new tool (see how it ties into the theme?) for Game Masters, *The Dark Eye: GM Screen & Tavern Guide*. Like all GM screens, this one has a lot of important



tables, charts, and other reference material printed on it, so instead of spending your time looking up this modifier or that rule, you can glance at your screen and keep the game moving.

In addition, the screen includes a sizable booklet (48-pages) to make the ever-important staple of fantasy games—taverns—come to life! Three inns and taverns are offered as examples, with full-color maps, descriptions, locations, residents, patrons, and everything else you need to simply erect 'em into your campaign with minimal effort. In addition, the booklet includes rules for various pub games, sample goods, rules for bar brawls, the effects of drinks from the Aventurian setting, and even more tools to help you create more unique and interesting taverns of your own. Even if you're not a GM for *The Dark Eye*, it sounds like this GM screen and booklet contains a lot of great information.

TAKE IT TO THE TABLETOP

One of the main focuses of this column is how to make the game easier for Game Masters to come up with ideas, adversaries, and adventures to challenge and entertain their friends. With the offerings in this month's GTM, there are a number of books and supplements designed to do just that, with the added bonus of some great new treats for the players.

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Jon Leitheusser is a writer, editor, and game developer. He published the Dork Tower comic book, was the HeroClix game designer for years, was a content designer for Champions Online and Neverwinter, was the Mutants & Masterminds game developer for Green Ronin from 2008 to 2016, and freelances for a number of different companies. He cut his gaming teeth on Advanced Dungeons & Dragons

and still games twice a week with his friends online or in person. He lives in Renton, Washington, but will be moving soon!

Watch Table for Two Show!



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STRIFE - LEGACY OF THE ETERNALS (IMP V3G2000)

From Vision 3 Games, reviewed by Jane Trudeau-Smith and Philip Smith
of "The Table for Two Show"



	14 & Up		2 Players
	60 Minutes		\$19.99

We supported the original game *Strife - Legacy of the Eternals* through Kickstarter a while ago, and demoed a prototype on our show "Table for Two Show - You be the Judge." Feel free to look at our YouTube channel to view that. So, to be fair, we already liked *Strife* a lot. But, now there's a newer version called *Strife - Shadows & Steam* with more of a steampunk theme. It's also a 2-player game, which is great for us, too! The good news is that both versions of *Strife* can be combined and played together. So much fun! For this review, we played *Shadows & Steam* on its own.



WAS THIS GAME EASY TO LEARN?

Within minutes of reading the rules you can be up and playing. We literally played the first hand while perusing the rules and just kept playing from there. However, the rules suggest skipping the battle abilities if it's your first time playing.

HOW'S IT PLAYED?

The premise of *Strife - Shadows & Steam* is to battle your opponents in different locations. If you win you claim victory points, and the player with the most at the end of the game wins. It's recommended to play three rounds, but you may add or remove rounds to adjust playing time.



Each player is given a deck of ten champion cards (same champions in each deck). Each champion has different battle and legacy abilities, as well as power levels. Location cards are shuffled and the draw pile is situated on the table, then three are placed in a tableau next to the draw pile. The location furthest away is challenged for first. On the very first turn *only*, each player selects one of their

champions and places it in front of them to start their "Legacy" pile. Whoever has the highest legacy power level also receives a "fate" stone (which is just a d12), and it's set face up showing #1. This is used for any ties. If two players tie during a battle, the player with the fate stone can choose to win that battle by giving the other player the fate stone. However, it then goes up one number each time this happens. At the end of the game, the fate stone grants whoever is holding it the number of points shown. So, sometimes you may wish to keep it.



So far, what we described is similar to the original game. However, in this version there are also "Event" Cards. This deck is shuffled and three cards are chosen (one per round). At the start of each round, a new event is revealed which applies to that round. For example, an event card may say, "All champions with a base power of 6 or greater gain two additional power" – so they can be helpful!

Another different aspect of play is "Artifact" Cards, which are shuffled into the location deck. If an artifact card is drawn, it's placed under the location in front of it. If a champion wins the battle on that location, they also earn the artifact card. They could gain more points, or it could aid them with an action during the game.

Last, there's three types of tokens you can use on location cards to have someone lose or gain power, or decrease the victory points at that location.



Once it's set up, you start to battle! Turn order consists of:

1. Each player chooses a champion from their hand and places it face down by the first location. Both players reveal at the same time. Each location also has a special situation, for example, "If you play the Royal Agent here you gain two additional power added." Always read the location card first before you decide which champion to play.



2. Battle – the champion with the highest power goes first and uses the “battle” ability shown on their card. Then, the other player does the same. For example, the “Gambler” champion can decide to just end the battle right away, but whomever has the most power in their hand still wins an automatic two victory points. Other champions allow you to gain power, lose power, etc.
3. Legacy – each player looks at their Legacy Card and the player with the highest power activates that champion’s legacy ability. If the legacy card was the “Gambler” again, and you win the current combat, you would gain double the VP – but, if you lose, you lose 1 VP.
4. Last is the combat – check each player’s power and whoever has the most wins that turn and gains the victory points. (Each player is also supplied with a VP counter card)
5. The location is discarded, the other two are moved up, and a new location is picked from the draw pile. The champion you used in that turn now becomes the top one in your legacy pile.

The round continues until each player has only one champion left in their hand OR there are no more locations to play. In the next round, the card in your hand becomes the top of your legacy pile, and the rest are again in your hand.

This game is different every time you play as the champions all have unique abilities, locations and events appear in a different sequence each round, and each player can play their champions in any order.



TIMING OF THE GAME

The box suggests it takes about 60-minutes. But, once you learn it, it's less. We played our three rounds in around 45-minutes. Philip won this game by a score of 28 to Jane's 18!

We highly recommend this game, and check out our YouTube channel for other great two-player games!



Jane and Phil love gaming, are best friends, and have been married since 2005 after meeting at a software conference at Disneyworld!



DEAD OF WINTER: THE LONG NIGHT (PHG PH1001)

From Plaid Hat Games, reviewed by Eric Steiger and Rob Herman

 14 & Up	 2 - 5 Players
 60 - 120 Minutes	 \$59.95

When Plaid Hat Games released *Dead of Winter* in 2014, a lot of the gaming world was skeptical about yet another zombie survival game. Then we started playing it...and never stopped. Between the Crossroads narrative mechanic, the competitive-cooperative victory conditions where you are always unsure whether one of the party is secretly working against your interests, and the constant threat of all manner of crises, *Dead of Winter* quickly became a fan-favorite. Additionally, an appearance on Wil Wheaton's *Tabletop* helped boost its exposure. In 2016, Plaid Hat released the standalone expansion *The Long Night*.

The first important thing to know about *The Long Night* is that you don't need *Dead of Winter* to use it. It's a standalone expansion with all-new characters, locations, resource cards, and victory conditions, plus there's a new Crossroads deck with new stories to tell and decisions to agonize over. If you want to just use *The Long Night* as your base game, you'll have a very satisfying play experience similar to that of *Dead of Winter*. You'll still need to worry about scavenging food for the colony, searching locations without making too much noise, barricading zombies out, and getting rid of waste, all while attempting to acquire whatever supplies or other resources you need to achieve your personal goal and that of the colony. If you're a veteran of *Dead of Winter*, the play will be familiar enough to be easily approachable, but with different characters, Crossroads cards, goals, and a few new toys like explosive barricades and consequences like 'desperation'. On its own, that would be enough to warrant getting the game if you feel the contents of *Dead of Winter* are getting stale for you.

However, *The Long Night* introduces multiple expansion options that can also be introduced into your campaign regardless of which base set you use. The Bandit Hideout is a location that generates bandits who take up zombie slots in your colony. Ignore them long enough, and they'll start stealing your supplies back to their Hideout. On the other hand, you can go searching the hideout to take it back (and then some)... if you're willing to risk it. Additionally, if you get exiled from the colony, you can take over leadership of the bandits and retrieve some of your own.

The Raxxon building is the home of the obligatory evil science corporation and its horrific experiments (that probably unleashed the zombie plague in the first place) where you can find some really useful tools (like drones, portable barriers, and a zombie-proof character) there when you search. However, Raxxon also generates super zombies that do more than just try to kill you when you attack them. One steals your stuff, while another increases your despair, and so on. The fact that each of these special zombies is unique and has a backstory does a lot to



make them more than just the interchangeable hordes from the original game.

Finally, *The Long Night* introduces improvements to your colony that you can build with the junk you invariably find. Even something as simple as a fireplace can make life a lot easier for your intrepid band of colonists, letting you remove frostbite simply by going home. While you probably won't build more than one or two of the improvements to your colony over a game, incorporating them is so simple and low-impact that you'll probably want to just from a flavor standpoint.

The advantage to all of these expansion options is their modularity – if you don't like one, you don't need to use it. Some players felt that the tech available at Raxxon made it too easy to defeat zombies, even with the addition of the super zombies. If your group feels that way, you can simply decline to add that module to your game. Even if you don't use any of the expansion options, *The Long Night* is a perfectly fun and playable variant of *Dead of Winter*.

Components are the same level of high quality we expect from Plaid Hat. The art is thematically similar to the original *Dead of Winter*, so mixing and merging the two isn't jarring. The location cards have been upgraded from paper to card stock, a welcome change from the original. Finally, one of the playable characters is a chimpanzee. If that doesn't sell you on *The Long Night*, nothing will.

...

Eric and Rob are your friends, and friends wouldn't let you play bad games.





SHADOWRUN[®]

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X-WING WAVE IX SHIPS (FFG SWX53 - SWX56)

From Fantasy Flight Games, reviewed by John Kaufeld

 14 & Up	 2 & Up
 40 - 120 Minutes	 Varies

There's a lot to love about the Wave IX ships in Fantasy Flight's *Star Wars X-Wing Miniatures Game*, especially if you like running Scum.

This wave digs deeply into the latest additions to the *Star Wars* universe, including *The Force Awakens*, the *Star Wars Rebels* animated television show, and the new canon from the post-2014 reboot. These new expansions bring plenty of power to the game, but the Scum faction gets the most exciting enhancements.

Let's take a look at five stand-out aspects you'll find in the Wave IX ships.

TURNING ON THE MOBILE FIRING ARC

One of the biggest goodies that the Scum faction gets in this release also happens to be the largest of the four ships: *The Shadow Caster*. This Lancer-class pursuit ship comes to the tabletop from *Star Wars Rebels*, bringing with it a new twist on the classic turret mechanic called the "mobile firing arc."

The Shadow Caster has permanent primary firing facing out the front of the ship, but also has a second firing arc that can be turned in any direction, similar to the turret on a YT-1300. Unlike a standard turret, the mobile firing arc only points in one direction at a time. You can adjust the mobile firing arc by spending an action or do it for free with the Gyroscopic Targeting upgrade.

TRACTORING WITHOUT THE BEAM



The Shadow Caster has one more trick up its sleeve to confuse and frustrate your opponent's plans. It allows you to hand out bonus tractor beam tokens. With Ketsu Onyo piloting the ship, you can assign a tractor beam token to a ship at range 1 which is inside both your primary and mobile firing arcs.

If you add *The Shadow Caster* title card, you can also assign a tractor beam token to an enemy ship inside your mobile firing arc at range 1-2. If you fly with a different pilot, combine the title with the Ketsu Onyo crew card to make an enemy ship keep its tractor beam tokens for the new round.

SHOOTING FROM BEHIND

Both the ARC-170 and the *Special Forces TIE* feature primary and auxiliary firing arcs, giving you solid standard ships with stingers in their tails. Both ships also offer upgrades that make the auxiliary firing arc an even more powerful weapon.

Outfitting the ARC-170 with the Alliance Overhaul title lets you change an eye result to a critical hit for attacks through your auxiliary firing arc, plus it adds an extra attack die when shooting your primary

weapon through the primary firing arc. Add a Tail Gunner to make the target easier to hit.

The *Special Ops Training* title for the *Special Forces TIE* gives you the option to roll an additional attack die to attacks with your primary weapon through the primary firing arc. But, if you don't roll the die, then you can do an additional attack through the auxiliary firing arc. Combining that with the Backdraft pilot card gives you a forward shot, plus a backward shot with an extra critical hit result.



BRINGING THE TALLON ROLL TO SCUM

Until now, only the Rebellion's T-70 X-wing had the agility to perform the 'Tallon Roll'. The *Protectorate Starfighter* changes that, bringing the slick maneuver to the Scum faction.

The Tallon Roll lets a ship execute a hard two turn while rotating 180 degrees in the process. In the right situation, this lets your ship slide out of an attacker's arc while putting the enemy directly into your arc.

Combine your Tallon Roll with pilot Kad Solus and you get two free focus tokens for your fancy flying.

UP CLOSE AND PERSONAL

Although elegant maneuvering and long-range attacks certainly have their place in the game, the chaos and danger of close-up dogfighting really makes things thrilling. Both the *Special Forces TIE* and the *Protectorate Starfighter* were made for this kind of action.

We already discussed how to set up the *Special Forces TIE* for this kind of operation, so let's turn the attention to the *Protectorate Starfighter*. The Fenn Rau pilot card gives you an extra die when attacking or defending enemies at range 1.

If you really want to make your opponent whine, put Old Teroch into a head-to-head showdown at range 1, then discard all of the enemy ship's focus and evade tokens. Ouch!



RECOMMENDATIONS

All of the Wave IX ships bring something new and different to Fantasy Flight's *X-Wing Miniatures Game*. Regardless of your playing style, you'll find plenty of new strategies and combinations, especially if you play a lot of Scum.

...

John Kaufeld often frets over whether the word "meeple" has a proper plural form. You can find him writing about board games, parenting, and other stuff on Twitter at @johnkaufeld and in his newspaper column, *The Dad Game* (<http://dadga.me/column>).



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ROYALS (PSI AWGDTE04RO)

From Arcane Wonders, reviewed by Rebecca Kaufeld

 14 & Up	 2 - 5 Players
 60 - 90 Minutes	 \$49.99

The year is 1648, and there's unrest in the court. The nobles fight amongst themselves for power, and the political agreements of yesterday stand on shaky ground. Not even the king will be able to save them. The time is ripe for a political revolution, and you stand in the heart of the affair!

In *Royals*, players step into three eras of time in the European courts. Their purpose: use influence to put their own executives in place. Key cities in four major countries will fall prey to different political parties. However, power is tricky and fate is fickle – those who rise in power are doomed to fall. Only one player can be cunning enough to ensure their rise to the throne, and only time will determine their success...

GAMEPLAY - SETUP

Setup for this game is tremendously easy. Every detail is laid out on the board – where to put bonus markers, how much they're worth, where your nobles are, etc. The box is well-organized and designed to keep small pieces secure for many replays to come (and it's always nice when you don't have to reorganize and bag all the pieces for a new game, isn't it?).

Don't let the quantity of pieces fool you – actual gameplay is deceptively simple, but the accompanying strategy can be complex. As it turns out, there's some difficulty to taking over a country... who knew?

THE NOBLES

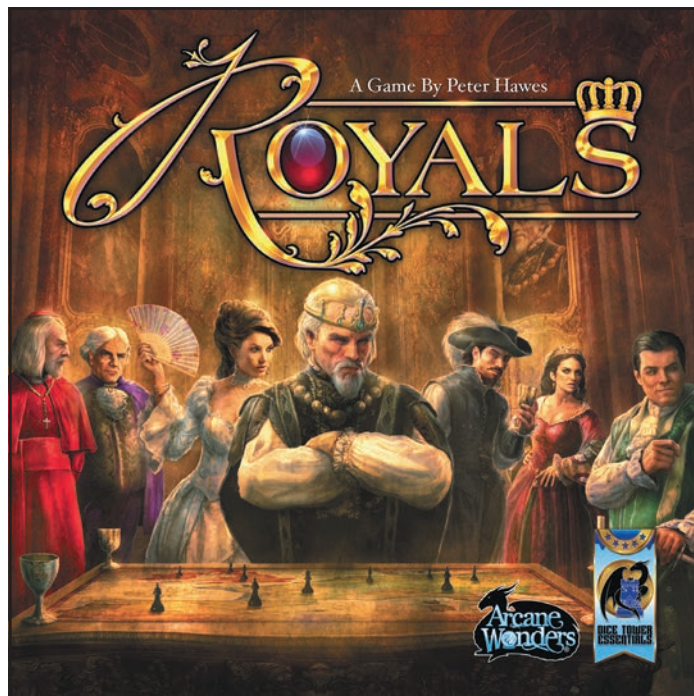
Every country has seven nobles that share power: the Marshal, Baron, Countess, Duke, Cardinal, Princess, and King. By spending cards that indicate their allegiance, players can "purchase" the nobles' support for their own personal cause. In return, the nobles offer influence, something that will become very important later in the game.



GAMEPLAY - TURNS

Before allowing players to take over a region, the nobles need to see evidence of their support. Each one has a price: a particular number of cards bearing the coat of arms for their region. Once players collect enough to fulfill that noble's request, they place a colored cube on the noble's portrait, indicating that they have influence in that area, thus no other player may use that noble's support.

However, this is the royal court, and mysterious *accidents* do happen. Should another player need that noble's support, whether to gain extra points or secure their lead in that country, they can attempt an assassination. If they collect the required number of Country cards as well as a matching Intrigue coat of arms (used only for disposing problematic nobles), the assassination is complete. The deceased noble is sent to cathedral to be buried, and a new power begins to reign.



EXTRA POINTS

It wouldn't be an accurate portrayal of the royal court if there weren't secret ways to earn points. While the rewards for these bonuses are available to all players, they're in limited supply, and only the truly sneaky will find a way to obtain them.

The first two are City and Country bonuses. For a City bonus, the first player to win over any noble in a particular city receives extra points for proactivity. Should they be so ambitious as to hold influence over nobles in all of one country's major cities, they can also receive more points for their overall loyalty to the court.

The final bonuses are rewarded by the nobles themselves. When a player "claims" a noble by paying the required Country cards, they also place a marker of their own color onto the noble's tile scoring marker. These are constantly tallied, and can either score during the game (one marker on each tile rewards the Noble House Marker) or at the end of the game (for the most influence of a particular noble).

SUMMARY

Over three periods of time, players stealthily collect card sets to win over nobles in France, England, Spain, and Germany. By combining a bit of luck and strategy, they have the chance to influence everyone from Marshals to Kings; however, collecting support is difficult when everyone craves the same kind of power...

...

When a whirlwind of whimsical words beckoned from worlds away, Rebecca knew she had to follow. She fell into a rabbit hole of metaphors and clichés, mixed with more similes than water drops in a storm. Somewhere along the way, she picked up a love of games that would use her words to create beautiful reviews, and that's where she is today.



SHADOWRUN CROSSFIRE

"I know I sound like I'm talking about a roleplaying game, and it's not. But it lends itself well to telling a good story." -Zee Garcia, The Dice Tower

SHADOWRUN: CROSSFIRE is a deck-building game in one of the most popular game settings of all time. Crossing cyberpunk with fantasy and plunging players into a world dominated by ruthless megacorporations, **Crossfire** gives players the chance to dive into the world's shadows to see if they can survive. They'll have weapons, spells, contacts, and gear to help them out, and they're going to need those resources. If they play their cards right, though, they'll do more than survive—they'll become legends.

CROSSFIRE INCLUDES:

- 80 Obstacle cards
- 60 Black Market cards
- 50 Crossfire cards
- 10 Runner cards
- 100 Upgrade stickers
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- Sixth World info booklet
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- 20 Damage markers
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PROJECT Z: STARTER PACK (WLG WGZ-START-01)

From Warlord Games, reviewed by Thomas Riccardi

 12 & Up	 1 - 3 Players
 30 - 90 Minutes	 PI

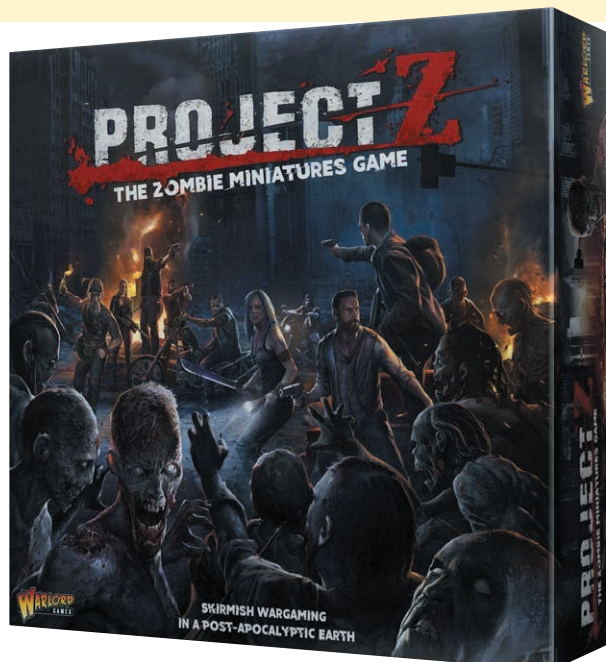
When you first heard the news you thought it was something out of a bad horror movie. The dead are returning to life? Impossible! But then the news wasn't just on the television or in the newspaper — it was right outside your door! Soon society, as a whole, began to break down and now people are scavenging for things that were readily available. Will you adapt to this new world or become one of the zombies that now claim it as their own? This is the setting of *Project Z*, a miniature boxed set from Warlord Games.

The game comes complete with rules, dice, counters, and a playmat. But, the biggest star of *Project Z* are the miniatures, with two factions represented. There are 10 male survivors, each equipped with a variety of weapons ranging from assault rifles to crowbars, and a biker gang with six miniatures (two straddling motorcycles)! The remaining 23 miniatures are the zombies, which come in a gruesome medley of poses, genders, and decomposition. There's even some crawling zombies included looking for someone to munch on. Each of the miniatures is rendered in great detail, and will paint up nice and look amazing on your tabletop.

There are also two sourcebooks enclosed in the *Project Z* starter set. The first is a 12-page rulebook that lays the foundation on how the game is played. To determine initiative, each player rolls five combat dice. The player that scores the most number of bullet holes goes first and any ties are re-rolled. Each of the characters has a corresponding card which shows how far they can move, resistance to damage, and melee and shooting scores. During the movement phase, each player can move their characters a number of spaces up to their movement scores (calculated in inches). After which, the zombies instinctively shamle four-inches towards of the closest player. This can come in handy when you're trying to get your opponent to move closer to them to attract more attention.



The shooting phase comes next. As you mark your targets, make certain you have line of sight and they're within range, then roll the amount of dice according to the weapon's value while subtracting dice due to various modifiers, such as obstacles and distance. The defender rolls dice to counter and can negate some of the incoming attacks. Depending on the results, the character can either receive a flesh wound (no effect), is shocked (model is stunned and lies down), or slain (removed from play). Melee combat is resolved in exactly the same way, however, there are some modifiers that work with you instead of against you in ranged combat. These are the basic rules, but there are additional rules for using combat cards, grit tokens, and



ammo control. While these rules are completely optional, they make for a grittier experience.

The other sourcebook is the 'Survivor's Guide for Dummies'. This gives you nine scenarios, including some multiplayer and a solo encounter. Each of the scenarios show you how to set up the playfield, where the markers are placed, and define the victory conditions of each game.

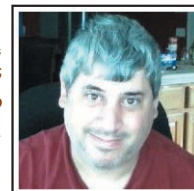


What I love about *Project Z* is that it's suitable for up to three players, so you can have players not only in charge of the two warring groups, but commanding the undead, as well. However, if you wanted to leap into the mayhem straight away and there's no one to play with, the game features solitaire rules. Yes, you heard correctly — solo play! That's awesome!

With an easy-to-learn, fast paced combat system, and packed with a slew of miniatures, *Project Z* is a great game to get started in the world of tabletop gaming. For more information on this and other products head over to www.warlordgames.com and prepare to fight hordes of the undead!

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When not writing or playing games Thomas Riccardi can be found in Sacramento preparing for the day when zombies, vampires or aliens invade.



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